

DIPLOMACY WORLD

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#59
SUMMER
1990

/2/ DIPLOMACY WORLD is a quarterly publication dealing with the game of Diplomacy. Subs are US\$15.00 in North America (4 issues per year), including first class postage. Single copy price is US\$4.00, postpaid. Overseas subs are US\$20.00 by surface mail and US\$40.00 by airmail. All prices are in US dollars and exclusive of any bank or currency charges. Make checks payable to DIPLOMACY WORLD or IDS and mail to DIPLOMACY WORLD, Box 620399, San Diego, CA 92162, USA. Allow six to ten weeks for delivery of all orders. Subs begin with the current issue if available. Materials for the magazine should be sent to Larry Peery at the above address. We can usually be reached by phone between 1700 - 2100 local time, and on weekends. Our phone number is 619-582-2904.

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Subscriptions received by the 10th of the month of issue (January, May, August and November) begin with the current issue, if still available. Others begin with the following issue. Selected back issues, and other Diplomacy related materials & publications are available. Ask for a copy of our Book & Gift Catalog.

DIPLOMACY WORLD was founded in 1974 by Walt Buchanan as a service to the Diplomacy hobby at large and as a publication of record for hobby statistics and other data. DW is dedicated to the goals of covering the entire spectrum of hobby affairs and to printing the best original materials on the game and hobby which are available. DW is an Institute for Diplomatic Studies publication.

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Please check the address label on the envelope carefully. If there is a 59 on it your DW sub expires with this issue. It is time to renew now, so please don't delay or you may forget. HOWEVER, RENEWALS SHOULD NOT BE SENT TO ME. THEY SHOULD BE SENT TO DAVID HOOD, address above. DW #59 is being published a bit early so it can be distributed at WDC. Any materials I receive after publication will either go to David for his use or will appear in WORLD DIPLOMACY in the fall. I will publish my DW #60 in the fall. It will include a complete update of the IMDW, a listing of all materials in DW 1-60; and my final report as DW's publisher and editor. David will publish his first, regular issue of DW sometime after DIPCON.

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I would like to express a special thanx to the staff and management at WE PRINT & WE COPY who have printed DW for me for the past five years, often under nearly impossible conditions (such as getting this issue printed in 48 hours); and to the clerks at George Washington Station, #92102, San Diego, California, for getting the mail out and in my box (such as a letter addressed to Larry Perry, San Diego, USA). Good job, folks.

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Thought For the Season:

A British Dipper & His Black Dots Are
Not Soon Parted.

A Virgin Atlantic

INTRODUCTION

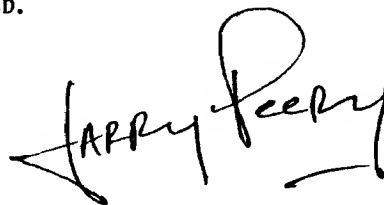
I wanted to get this issue done in time for DIPCON XXIII, so I had less than two months to get it ready. That's one reason it's a bit smaller than usual. But --- all in all --- I think it's a good issue; especially if you like DIPCONs and cats. Last year some people complained because I spent so much space in one issue on DIPCON. Well, I did it again, but you'll only discover that if you attended DIPCON and got the special daily issues of DW. Otherwise, it's pretty true to form.

If you've been around DW from the very beginning you will find, I think, that this issue marks the end of an era for DW. David has a different vision of what DW should be --- one that breaks many of the ties to the past. But I support him completely and I hope you will also, with a sub and with an article or two for the new DW. In some ways my new zine, WORLD DIPLOMACY, will be more like the old DW than the new DW, although in other ways it will be more like my old XENOGOGIC or Gary Coughlan's EUROPA EXPRESS. It will certainly be unlike any Diplomacy zine yet published. Like David, I also need subbers and materials for the new WORLD DIPLOMACY. We both need you, the hobby's pubbers, to get the word out about the new zines. Perestroika is all nice and good, but it takes hard work and sacrifice to make it a reality. If your resources are limited and you have to choose between a sub to DW or WD; then I suggest you sub to DW. At this point David needs your help more than I do. After all, he doesn't know what he's getting into.

If you currently sub to DW you will automatically get a copy of the first issue of WD. If you take out a sub to DW now, through me or David, you'll also get a copy.

Many hundreds of people have contributed to DIPLOMACY WORLD' during my five years as publisher and editor. I can't thank them all. But I must express my thanks to Mike for putting up with all this nonsense for the past sixteen years. And I want to wish David Hood well as he prepares to take DW into the 1990s. I said, five years ago, that the true test of my success as DW's publisher would not be in how many issues I put out, or how big they were, or how on time they were, or how DW ranked in the polls, but in whether I could--- for the first time in DW's history --- arrange an orderly transfer of the zine to a new publisher. By George, I think I've done it.

So, whether you stay with David, or come with me, or join us both, enjoy DIPLOMACY WORLD.



HIGHLIGHTS

DOWN SIDE

- 16... Thomas Kane's Last
....Thoughts on Irangate

FRANCE

- 10....A Frenchman's Thoughts on Playing France

DC XXIII

- 21....A Cat's Eye View of This Year's Event

CATS

-Scratch a Dipper and You'll Find a Cat Lover

PSYCH GAME

-Held Over For Now

VARIANTS

- 17... "Apres moi, le deluge!"

DEMO GAME

- 46....And Away Goes France...

MILESTONE

-Nothing to Speak Of!

NEWS

-Deferred until the Next DC³ Mailing

DIPLOMACY WORLD #59
Summer 1990

- 7... **PDORA**News & Instructions
- **CROWNS**Held for WORLD DIPLOMACY #1
- 38... **DTS**Diplomatic Technostress, aka Nash's Diease
- 22... **STRESS**A FTF & PBM Burn Out Factor
- 21... **EDIPUSS REX**Meooooowww.
- 28... **DATA**Numbers Don't Mean a Damn If He Can't Play!
- 31.... **VINTAGE DIP**Hick-up!
- 33... **PEERISTROIKA** ...groan.
- 53+.... **YAWN**Not with a bang or whimper, but a yawn...

GUEST EDITORIAL

Dear Reader,

Who:

- * Became leader of a stagnating empire as it began to disintegrate?
- * Abolished the guaranteed primacy of the old state ideology?
- * Proclaimed a national revival and restructuring?
- * Pushed through reforms in the civil, commercial, and criminal law codes?
- * Urged renewal of the education system by encouraging discussion of modern ideas and questioning of official dogma?
- * Sought to have his nation become part of a greater Europe?
- * Agreed to his legislature's naming him supreme leader?

If you answered Kemal Ataturk (president of Turkey, 1923-1938), take a bow. If you answered Napoleon, the fit is close enough. Gorbachev...OK, that'll do too.

True, the three men's careers and their nations' histories aren't really congruent. They gained power in different ways and at different intervals after revolutions. Napoleon and Ataturk introduced whole new legal codes; Gorbachev is still tinkering with the USSR's. Ataturk and Gorbachev planned to make their nations more modern as part of Europe; Napoleon tried to swallow Europe. A and G were named president; N, emperor.

But let's not tarry over details. What makes such comparisons useful isn't precision of details, anyway, but rather the chance to compare dramas long since played out with one still in progress. Ataturk rode his revolutionary reforms a long way toward completion. Napoleon also left a legacy of reforms, but in placing the imperial crown on his own head undermined French republicanism and strayed into fatal adventures abroad.

Which will Gorbachev more nearly follow: Ataturk or Napoleon? That is the question.

Is there a parallel here between the real world and DIPLOMACY WORLD or, if you like, the World of Diplomacy? I think there is, but I happen to believe that everything that happens in the one has a parallel in the other. We just have to find it.

It is tempting to me, as one of the few remaining hobby old farts, to peer out from my ivory covered tomb high atop Mt. Peerijavo and warn the younger generations about those seeking to replace us. Five years ago --- even three years ago --- I would have done just that. But today it isn't necessary. The younger generation that is coming to the fore in the hobby is, like its real world counterpart, filled with plenty of idealism and optimism. Fortunately it has just enough gray hair to give it some creditability, and a sense of realism.

Now let's see, who do you think is our Napoleon, Ataturk, and Gorbachev?

Nash, Hood, and Cronin: right?

PDO RELIEF AUCTION

It's time again for the PDO Relief Auction, the hobby's way of helping to support our custodians and service providers. Many individuals in the hobby have donated the items listed on the next three pages to be sold at auction. Monies raised will go to help defray the expenses of the BNC, MNC, etc. I urge you to bid often and high --- remember, you only get one chance! Game collectors note the A-H games offered are all vintage copies that belonged to Doug Beyerlein. Hobby literati may be interested to know that five people went after the S&TPD last year; and the price was over \$35.00.

And if you happen to be a hobby custodian or service provider, even if it's a small service you provide, don't hesitate to ask for help. Drop John a line and he'll tell you how to go about submitting a request.

RULES

- 1- The deadline for bids is Aug. 31, 1990
- 2- Anyone may participate in the bidding. All you have to do is submit a bid on an item (send no money now please). If you are the highest bidder the item will be yours, and you'll be notified when to send the money and how much. You may submit conditional bids on amount to be spent, or if you win or lose another item. You can't submit conditionals that say outbid next highest bidder by an amount of money. This is only a one round auction, so plan wisely. Also, all bids will be secret.
- 3- In case of tied bids, postmark will decide. If postmarks are the same, the auctioneer will commit suicide. Or I'll try to persuade one party or the donator to be flexible. If all negotiations fails, the auctioneer will revert to the age old settler of disputes- the cubicled random itemizer. (A die to you Jack)
- 4- All items are postage paid or will have the postage figured into the minimum price. This is a new experiment for this year.
- 5- All donations collected will go to hobby services as decided upon by the PDORA Financial Committee. I will receive no money for costs I incur. No one on the committee is eligible to receive any of the money either.
- 6- Allow 4-6 weeks after the auction deadline for the item to arrive to you. The faster everybody gets their payments in to me, the faster I can send out notification to the donator, and the faster the donator can send out the item to the successful bidder.
- 7- Input is welcomed and encouraged. Along this line, it's been suggested that I expand the auction to a 2 round affair. What do you people think? Please let me know either "2 round" or "1 round" with any communique.
- 8- Additional catalogues can be had for a SASE from me.
John Caruso 636 Astor St Norristown, Pa. 19401
- 9- Good luck and have a good time.
- 10-PDORA Financial Committee: Steve Arnawoodian, Steve Helnowski, Don Del Grande, Bill Quinn, Robert Acheson

ITEM# DESCRIPTION

- A-001 A 10 issue sub to UPSTART. Available only to non-subbers of UPSTART. A \$7.50 value. Minimum bid of \$6.
- A-002 2 lots of a 10 issue sub to PENGUIN DIP. Each a \$15 value.
- A-003 A 1 year sub to REBEL, approx 10 issues. \$10 value, \$4 minimum. Rebel carries both regular and gunboat dip and standbys are welcome.
- A-004 A 1 years sub to MONDOJ, 52 issues. \$9 value, \$3 minimum. Mondoj carries variant dip games.
- A-005 A 12 issue sub to THE CANADIAN DIPLOMAT, along with a free game start in any game. One of the premier Canadian zines, but 12 issues may be a 3 year sub. But worth waiting for.
- A-006 A years sub to a brand new zine called WORLD DIPLOMACY. \$15 value.
- A-007 A 10 issue sub to KATHY'S KORNER. \$10 value, \$5 minimum.
- B-001 A copy of Larry Peery's STRATEGY AND TACTICS OF POSTAL DIPLOMACY. It is in good condition and is the softback edition. \$35 minimum for this 376 page gem.
- B-002 A set of DIPLOMACY WORLD ANTHOLOGY Volume I-IV. This is a collection of all of the best articles that appeared in DW up until 1989. There is a \$40 minimum.
- B-003 A book of mini posters produced by Garret Schench during the Reagan years. Hand made, xerox posters and "people's art". Covers a full range of anti-Reagan activities which took place in W Mass. An historical heirloom you'll be proud to display on [or under] your coffee table. \$8 minimum.

PEOPLE'S DIPLOMACY ORGANIZATION RELIEF AUCTION-VI 1990

- | ITEM# | DESCRIPTION |
|---------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| C-001 | A collection of commemorative stamps from around the world. |
| C-002 | A collection of modern coins from around the world. Pocket change. |
| [Note- all game minimum bids include any postage costs] | |
| G-001 | Autographed copy of the original master from which WOOLWORTH I was printed in 1981. (one-of-a-kind value) \$2 minimum. |
| G-002 | REBUS SCRABBLE GAME. Uses a combination of letters & symbols to form words, sayings or sentences. Guaranteed to drive you crazy. Almost new condition. \$5 minimum. |
| G-003 | WAR AND PEACE by the Avalon Hill Game Company. Its in used condition |
| G-004 | STRATEGY AND TACTICS issue #65 with the game COBRA as an insert. There's a \$1 minimum bid. |
| G-005 | SPI game SIXTH FLEET, unpunched. \$7 minimum. |
| G-006 | SPI game DESERT WAR. \$5 minimum. |
| G-007 | SPI 4 modern battle games- CHINESE FARM, GOLAN, WURZBURG, MUKDEN. \$7 minimum. |
| G-008 | SPI game RED STAR WHITE STAR. \$5 minimum. |
| G-009 | AH FOOTBALL game, vintage age, I believe early 1960's. \$10 minimum. |
| G-010 | AH D-DAY, 1965 edition. \$15 minimum. |
| G-011 | AH STALINGRAD, 1963 edition. \$15 minimum. |
| G-012 | AH BATTLE OF THE BULGE, 1965 edition. \$12 minimum. |
| G-013 | AH BLITZKRIEG, 1965 edition. \$10 minimum. |
| G-014 | MAGIC REALM, 1979 edition. \$10 minimum. |
| G-015 | LIFTOFF, \$7 minimum. |
| G-016 | GODSFIRE, \$7 minimum. |
| G-017 | DELTA FORCE, \$7 minimum. |
| G-018 | 4th REICH, \$7 minimum. |
| G-019 | NATIONAL PASTIME, the baseball game that Alan Calhamer created. \$7 minimum bid. |
| M-001 | Name a space for yourself or someone else on the OFFICIAL PEOPLE'S DIPLOMACY ORGANIZATION DIPLOMACY MAP, to be used in all People's Diplomacy games. \$1 for non-supply spaces, \$2 for supply centers or Switzerland and \$5 for a Great Power, can change the name of the space to your liking. Below is a listing of the areas/centers/powers you may not select [they were selected last year]. The only other thing you should supply is a preference list for the area bid on. [Austria, Italy, Russia, Ionion, Mid Atlantic, Clyde, Galacia, Liverpool, London, Munich, St Petersburg, Syria, Tyrolia have already been taken] You will receive a conference map with all of the changes on it. |
| M-002 | A colored conference map mounted on corkboard, along with a set of push pin markers. This is the conference map actually used at Dipcon 1988 in Texas. |
| M-003 | Magnetic Dip Map Travel Set. Do your pieces float away in a sea of beer? Do your conference maps take a lickin' and get a stickin'? Here is a solution for you- your very own magnetic set. Your fleets will never sail away without you again. Your armies will only march when you tell them to. Hurry, only 1 item available. \$4 minimum. |
| M-004 | 2 lots of a personally crafted horoscope for you by Melinda Holley. |
| M-005 | Have an actual diplomacy game start named after you. Not a variant, but an actual dip game named on your behalf. BEEN THERE DONE THAT. |
| M-006 | 3 lots of personally crafted horoscopes by the creator of the new subzine HOT AIR BALLOON. You supply some generalized data and your horoscope will be created. Each one will be unique. Show it off to your friends. Be the 1 in your group to get this specialty item. \$2 minimum bid. |

ITEM# DESCRIPTION

- 0-001 3 game openings in the British zine THE MOUTH OF SAURON, in Rod Walker's game of IMPERIALISM VIIR. Free sub to the zine for the duration of the game. \$3 minimum.
- 0-002 7 game openings of regular dip in BENN THERE DONE THAT. \$5 minimum.
- 0-003 7 game openings of regular dip in KATHY'S KORNER.
- 0-004 7 game openings of regular dip in TERRAN.
- 0-005 1 game opening of WOODEN SHIPS AND IRON MEN against the unbeatable foe- John Caruso. Last years coward surrendered before any shots were fired. See if you can do better.
- 0-006 7 game openings in PEOPLE'S DIPLOMACY, run on a flyer. Uses the PDO Map (Item M-001). This variant isn't difficult at all. \$2 minimum.
- 0-007 1 game opening of regular diplomacy in UPSTART. The only restriction is that the successful bidder must not already be playing in UPSTART \$4 minimum bid.
- 0-008 2 game openings of POSTAL ELECTION CAMPAIGN GAME, run on a flyer and GMed by John Caruso. Uses a system based on the computer President Elect game. A system for primaries has been worked in as well. See if you can win your party primary and go on to become President of the USA. \$10 value, \$5 minimum bid.
- P-001 4 lots of a picture of Melinda Holley. Get this hot item. No not Melinda, but a photo facsimile.
- P-002 A rare photo of the inside of Mark Larzelere's apartment. PRICELESS!
- S-001 3 lots of DIPCON XXI SOUVENEIR BOOKLET (July 1988 in Texas). Packed with photos, game reports and other interesting tidbits.
- S-002 Diplomacy Souvenir Package. Items included are- 1989 Philcon ID Badge, US/Canada patch, "business card", other items. Collectors value.
- S-003 Sports Souvenir Package. Items included are- 2 Michael Jordan posters, 1986 baseball schedule, 1986 Dodger media guide, 1988 Super Bowl post card and other things. Collectors value.
- S-004 1 set of 10 postcards bought at the National Museum of Korea depicting various pieces of 12th and 13th century Celadon pottery. \$3 min.
- S-005 1 set of 10 postcards from Seoul Grand Park Zoo with scenes of the Dolphin show.
- S-006 1 set of 10 postcards from Seoul Grand Park Zoo showing various animal exhibits.
- S-007 1 set of 10 postcards from Seoulland Amusement Park showing various scenes of the park.
- S-008 1 set of 9 postcards featuring Korean dance and other Korean scenes.
- S-009 1 set of 5 postcards with scenes from modern Korea.
- S-010 1 set of 5 postcards with scenes from traditional Korea.
- Z-001 THE GAMESMAN #9 the last issue by the late Don Miller. 64 page mimeo contains articles on dip, chess and other games, plus a 10 page article on the accomplishments of the navies of the world in the 2 World Wars. (Here's another chance for those who bid unsuccessfully in the past) \$3 minimum.
- Z-002 A complete set of BEEN THERE DONE THAT from #1-15. \$5 minimum.
- Z-003 A set of CATHY'S RAMBLINGS #25-34. \$3 minimum.
- Z-004 ZINE REGISTERS #9,12,14. \$2 minimum bid.
- Z-005 EVERYTHING #69,70,73,79,81. \$2 minimum bid.
- Z-006 KK/W and KK #126,134,136,142,143,145. \$2 minimum bid.
- Z-007 KK #143,145,147,152,153,154,155. \$2 minimum bid.

FRANCE'S PLAY, A FRENCH POINT OF VIEW

HEUREUX COMME DIEU EN FRANCE

France is a wonderful country for a Novice; two guaranteed neutrals (Spain, Portugal) and a third (Belgium) more often than anybody else, naval building sites on two Sea Areas (Atlantic and Mediterranean), a good near-corner (SW) defensive position, a simple strategy (push forward) and few neighbours - a blessing that France shares with only two countries: England and Turkey. But France bears neither Turkey's locked situation nor England's first turns limited expansion. France's survival rate is excellent, and this country shares a lot of draws.

When it comes to outright wins, however, this performance remains good, but not exceptionnal, and countries like Germany and Russia may be preferred. France has difficulties to reach the stalemate line and sometimes spoils her strong hand by overconfidence. Central, more vulnerable, Powers are closer to the Stalemate line, and are THE Kingmakers, not Fance, who is "Un des Prétendants" to the Throne. Unbalanced builds, Poor Diplomacy can definitely wreck France's chances. Here are a few pieces of advice to help you to lead "Le plus Beau Pays du Monde au faite de la Gloire et de la Puissance".

L'EUROPE SERA NAPOLEONNIENNE OU COSAQUE
("Europe will be Napoleon's or cossack's")

Whatever you think of Napoleon, the program is good! The Tsar is by far your best potential ally. He is a flanking power, and as such, your "Allié de Revers". Just have him open north and deploy his power where you need his "Rouleau Compresseur"...against England and Germany. You have so much in common...two natural foes (E/G), who, when united (and it happens often enough), have nowhere else to expand than towards both of you. You and him want Italy heading East, against Austria and/or Turkey, sometimes Germany, not against you (letting the Tsar alone against A/T, with northern trouble). Both of you want a Balkan mess, for if Russia is heading North, you don't want an early dominant power there (and for you, moreover, it sticks Italy in the mud).

If you can get that, you'd better each officially ally to one of the two other protagonists, namely Germany and England. The best and more natural configuration is usually (R)-G versus E-(F), but the reverse one will work nearly as well. It guarantees Sweden to Russia (for the first one), numerous German FLEETS (not armies) and an early war between Germany and Britain, which..YOU and the Tsar will win! Then, the pressure could shift more easily toward your Russian Ally, for you'll landlock your front more easily and usually get more fleets. If you've handled your now satellised previous or new ally (usually keep a satellite-two-or-three-centers Germany, or exceptionally an England who survives in Scandinavia) carefully, and the South remains messy, the game should be yours! A MOS-STP will weaken (and infuriate) England, so try to get it! If he doesn't, use Russia's northern weakness as a bait for the Brit; F NVN is perfect for a stab! but take care not(and never) let the Tsar to crumble if Russia faces a strong country South too.

If it's the Tsar who emerges most powerful, you've the best scarecrow you could dream of! speak about Russia's victory record, and have a "Sainte Alliance" with everybody heading East..you too, who'll cross England, Germany, and Italy to "bring your help"...so bad you forgot one unit on a crucial center, isn't it? Just don't forget to cross the stalemate before!

PERFIDE ALBION, CETTE NATION DE BOUTIQUEIERS
(Perfidious Albio, this shopkeeper's nation)

After the better, the worst. England is your worst potential enemy, and not a very useful ally. While it's possible that you win with a poor English player striking his head against a Scandinavian wall of bricks, England is usually the most apt country to stab you while you're heading towards some Austerlitz or Mediterranean adventures. So it's usually better to treat your main problem first.

To treat it first doesn't mean to attack England flat out from the start. Of course, Yorkshire (F LON-NTH, F EDI-NVN, A LPL-YOR) and Churchill (same, except A LPL-EDI) are common enough to allow you in the English(?) Channel in Spring and a landing in Wales in Fall, but at an heavy price (only one build, and terrible risks elsewhere -G/I). Better let Britannia rule the northern and arctic waves, and stab her merciless when she's organizing her PQ17 to Murmansk!

The first step is to deter HER to attack! Tell her you'll move to ENG or at least (if it really drives her bananas) PIC...nothing hostile, of course, you just want Belgium or at least not her into Belgium..it's your share of the future spoils! You've thought about hers, of course..Scandinavian centers, and Holland, with your help! and even....

Then try to have her interested in a carving of Germany...Holland, Kiel, Berlin, Denmark, you'll be content with Munich, an inland center (if it looks TOO advantageous and makes her suspicious, claim Holland in the long run, and get it if you keep the alliance more time than you intended). That's a bargain for her!...and she'll get stabbed long before she gets them! Tell her about the Russia-Germany alliance threat (You've just arranged it), or perhaps German Isolation (with a novice or too greedy player). In the long term she'll get the whole of Scandinavia, including STP, and perhaps even Moscow too ((and build fleets and land army towards you, and of course you'll let her do...I've just bought a horse, she's on my balcony!)). If this doesn't work, at least Russia will be her prime target!

Then head for Germany, either really (take Munich or give it to the Italian, so you'd better play A MAR S A PAR-BUR) or try unluckily (A PAR:BUR, failing thanks to A MUN, don't forget screaming loudly against the "agressive" German; or even MAR:BUR PAR=PIC, if you think the English is dumb!). It's better if your A MAR must take SPA in Autumn, for you're compelled to take POR with your fleet, which will be in good position, in Mid-Atlantic next spring, and then back North (Irl or NATl). You can even go to Spain(sc) and build F BRE, "waiting the Italian to turn his back" if The English player buys it.

What's important is that you'll stab him while he's embroiled North, putting your convoys in position in autumn, when he doesn't have threatened centers nor expects a stab, and landing an Army next spring. He's ripe for a new Hastings then! Of course, prevent at all costs a F LPL build, making clear then such a build, obviously hostile, is an immediate Casus Belli.

Another possibility is to keep the pact with England and crush Italy (and Germany, but it usually favours the taking of centers by England, so better have Germany surviving north). If he's not too bright or too busy, thanks to a good lasting R/G alliance, you can overwhelm Italy and break out towards Austria from all sides; this strategy can give the most smashing French victories,...if only your English neighbour keep quiet! So, if you can move towards him before he will move towards you, fine! But in doubt, strike him first! He is THE Enemy!

NAPOLEON SOUFFLA SUR LA PRUSSE, ET ELLE CESSA D'EXISTER
(Napoleon blew on Prussia, and Prussia just ceased to exist)

Germany is definitely another affair! You can easily block her, and England and Scandinavia are more natural expansion directions for her to get a safe corner position! England is a perpetual dagger in her back, Russia the big rival and target! You can always find partners to counter her: England, Russia, not too bright or original Italians, crazy Austrians, and just anybody in the middle or end-game, even the Turks. Germany is not the threat (you are her threat), as long as you don't let her sneak into Burgundy!

The strategy here depends more on the Kaiser's personality. You can attack him, but letting him know you have only a limited target, namely Munich. If he's attacked by all sides, he's likely to forgive more easily your attack, at least expected (but don't tell him before it happens!), than England's or Italy's, and you can use him for your best profit.

You can ally with him against England. The configuration is such that you're likely to get more from your English attack than he does (and the English will be incensed by the german attack, too, hence additional possibilities). With a strong E/G war, it's a good bet to think Russia will be powerful, and you'll perhaps not even have to turn against Germany then, keeping him as a buffer state to keep the Tsar at bay. Your politics will then vary according to R/G strength ratio; just watch that Russia can survive and that you've at least as good relationships with Germany than Russia has! If he's weak and/or friendly enough, he can even let you through Munich!

Or you can attack and destroy him first, taking on England second with Russian help. This politics allow an Italian attack early, and a quick taking of Munich. A MAR S A PAR-BUR, take Belgium (you can even let Belgium to England first, then take her-with England's agreement- when England takes Holland...it'll usually cost England Norway, and a hard time in Scandinavia, if you manage it well), or even directly Ruhr if you can.

Then play what is called in France the "Triangle Infernal (Hellish triangle)": BEL+BUR take RUH (remember, England is cutting German support from NTH), RUH+BUR take MUN (quick) or RUH+BEL take HOL -BUR cuts MUN; then RUH+MUN take MUN -HOL cuts KIE (slower), then MUN+HOL+RUH take KIE (with sound HEL support, KIE can easily fall first, but this isn't usually in your interest). Then MUN+KIE take Berlin, and it's high time to turn against England (isn't a "Decree of Berlin" fine?).

If Russia or Austria intervene in favour of Germany, there's something wrong with your Diplomacy or plans, you'd better USE Germany than destroy her then...if you still can, which you should also do if you need an early attack of England.

Whatever option you choose, you need little to lie to Germany, and could afford frank and honest relationship with her- you don't need her death after all, at least not now- while handling of England needs a lot more hypocrisy.

LA MAGNIFIQUE RADE DE CALVI, COMME UN PISTOLET POINTE SUR LE COEUR DE L'ITALIE (Our wonderful Calvi naval base, aimed like a gun at Italy's heart: French politician, 1912)

Here's the last (but not least) of your neighbours. There's no need to commit such a diplomatic blunder by issuing such unclever statements. He'll be friendly and harmless enough in most cases. Just encourage him to play in the most usual trend and fashion: short-term, for centergrabbing, and a continental game. He decently can't get anything out of it, which is just fine for you.

Announce him your first moves, usually A MAR S A PAR-BUR, with F BRE-ATM, in order to make clear that he can't get anything by attacking you (you'll usually be preaching the convert), and make things clearer by announcing that any gains made on you would be England's...he should be disgusted by the idea and let you alone for some time. On the bright side you'll listen to his center problems with sympathy and make proposals to solve them. There's such a goldmine in Austria, with a likely Russian help, and/or (according your plans for Germany) support him to Munich first, "as Austrian centers can't be guaranteed". For the remaining of the game, Austria and Turkey are a big enough expansion field.

With Italy neutral, you should go to your own plans. balanced builds (i.e not to forget fleets) should be deterrent enough. A cooperative attitude is even better. Germany (and likely Austria, who won't forget the threat posed by Tyrolian concentration) will be incensed by Italy's taking of Munich. Even a "stuck in the Austrian mud" Italy is good for you. You need an Italy keeping Turkey at bay (hopefully needing your valuable help..perhaps even taking Rome to deny it to the Turks and support F ITA NAP, for example), certainly not a victorious one becoming a naval monster and a Mediterranean threat or obstacle.

You can even help him, if Turkey is strong enough to keep him busy, to carve Austria and repel the Turks, pass the Stalemate, and then turn on him from all sides.

From a general point of view, most Italies should be happy enough to go East to make you happier. "Divide ut Imperes"; you want Italy to disrupt Central Powers solidarity, add to the Balkanic mess, limit Turkey (three concerns Russia is likely to share), become a continental power (and get conflicts with all other ones: Austria, Germany, Russia), remaining a weak power ripe for the "Coup de Grace". In most games, your major ally for achieving it may well be the Italian player himself.

Reducing, not crushing! As Austria is usually weak, you'll not want her to disappear. She's a factor of stability in the Balkanic balance; her mere being is a nail in Turkey's foot, an hindrance to a Russian victory (what a mislooked Italy could be for you in the Endgame). Here is a concern which can be a motive of closer ties with England and Germany (and help severing ...their ties with Italy).

Your aims and motives are a lot alike these for Italy. Austria is not really a threat but is your usual middle and endgame target. You want her to keep Italy busy and Balkans locked, but uncovered north, and then crush her where she is weak (North) and reap your 18th center. As long as you're not ready, her survival is in order. Just send the Italian to prevent her getting too fat.

An other useful possibility is to send her against Italy. Then either let Italy manage it (badly), or carve Italy, getting additional builds and a (hopefully) safe southern flank. Then go to your northern affairs while Austria is hardly trying to repel the Turks (and perhaps Russians too), and then come back and push. All of Italy should be yours, as Austria remains "the man in the middle" between you and the Turk, who'll always be Austria's prime and deathly threat. This scenario is also good for Russia as Austria won't be in position of attacking her and Turkey will be more tempted by an Austrian than a Russian attack; so it indirectly helps you north.

Just watch two things: no to commit too much of your strength too early south (for the E/G threat is North); and watch out for a possible Austria-Turkey alliance. While rare and a near-suicide for the Austrian, its survenance needs you to take at once the right steps: warn the other players (especially the Brits) and immediately close the Med: Matl, SPA, MAR! a coordinate A/T attack on Italy and a secondary effort (even of only one of them) on Russia, or even Germany is an unambiguous sign! Hopefully, Italy's agony should give you time enough to keep the stalemate, at least your side of it.

NOS VINS DE FRANCE ENIVRENT LES SULTANS

(Our French wines rejoice the Sultan's heart: Voltaire)

"If you've got the Frank as your friend, it means you haven't got him as your neighbour (Byzantine proverb, circa 800 A.D)". Here's another of your good friends..and he has so few of them! Your relationship could be very cordial, indeed, although you are not in position to cooperate militarily. He's Italy's scarecrow, and your diplomacy, like his, will aim at an Austrian/Italian conflict. You're in position to influence towards a Turkey/Russian truce (rather than peace, for you don't aim a Russian victory, uh!). He'll retain Austrian, Italian, and even, in the Engame, Russian attention.

You want limited successes for him, at the expanse of Austria and Italy rather than Russia. A too powerful Turkey is dangerous for your interests, as it means a threat for Russia at an inappropriate time, and a contest for Italian and Austrian land and for Mediterranean Sea control. A dispatched Turkey means a free hand for these powers and the worst conditions for your Mediterranean struggle. Hopefully Turkey's configuration makes her "a hard nut to crack", while making difficult, joined to the natural fright she inspires, an early expansion for her. If you can make her ally with Russia, either Italy will contain her and you'll arrive in Italy's back, or Turkey will take good care of Italy, and you'll gallantly "come to this later country's rescue".

it works especially well if you organize an early (but brief, or Turkey will grow too strong) Italian-Austrian war. An unextricable situation in the Balkans and East Med; A Russian heading north, and the game can be yours! /15/

LA POLITIQUE D'UN PAYS, C'EST SA GEOGRAPHIE
(One's country policy is her Geography: Napoleon)

While you deal with other countries, you don't have to forget your domestic problems, that is:

- creating a general move Eastwards, to which you'll take part;

- get the right units at the right place. It shouldn't be difficult as your inner distances are short (your supply centers are separated by one space, at most, and your fleets can join the other port in three moves, via Mid-Atlantic and Spain(sc).

For you it mainly means to build the good units. Most French players indulge in "too many armies", that is in fact not enough fleets, which make them an English puppet or forced ally, and hinders their Italian attack (the good ratio for a Blitz against Italy is at least two fleets-preferably three- and at most one army...what good is it to have A MAR waiting A PIE succeeding to take Venice. If a second Army can come to help, it's more likely to come from Munich.)). But not to build armies will keep you at worst a German easy prey, at "best" landlocked, unable to take and pass through the key position of Munich, which means you can say goodbye to German and Austrian centers, Venice, and hence to the victory.

France's historic drama was to have to struggle against both England (and sometimes Spain and Holland) at sea and Austria or Prussia (and sometimes Russia and Spain) on the land. She lost at sea while getting inconclusive results on the continent in the end; so keep your builds balanced!

- balance your gains (and builds) and strategic position! Is Belgium worth Burgundy- with a German Army? is Spain or Portugal worth a Brit in Mid-Atlantic? I doubt so, but a mere one build is something you hardly can afford!

- Get in time to the stalemate line and pass it! You can't overestimate the crucial importance of this!

A successful France's most natural gains are: France (3), Spain, Portugal, Belgium, i.e 6 centers without conflict, plus, usually, at least London and Liverpool, Munich and Usually Holland, which makes 10 supply centers. The Italian campaign can give France the whole of Italy and Tunisia (4), while a further push in England can bring the remaining supply dot (Edinburgh), sometimes taken from Germany or Russia, which increase the supply net to 15. Kiel and even Berlin are usually in reach, which makes up a total of 17.

As usual, the 18th center is the most difficult, for your "Alliés de revers" are now very powerful. Clearly you've to grab Denmark, Norway (if the Russian fleet is weak enough), Greece (assuming your Italian attack saved him just in time), or at least an Austrian center.

These are generally the best bet for the other possible targets will likely be strongly held by Russia or Turkey. But a too obvious last run for victory can let Austria and her foes time enough to settle their disputes and turn to block you.

So it sometimes pays to defer a stab until you held either Ionian, a "Pied à Terre" (foothold) in Scandinavia, or a large bit of Austrian soil.

None of this guarantees you a victory (you're never alone in the race), but with proper play and a lot of luck...at least you'll have a fun game and will be there up to the End, likely in a draw with Russia and Turkey (sometimes Austria or Italy instead) or a buffer Germany..what could you ask more ?

THE DOWN SIDE

Thomas M. Kane

Not long ago it seems, we were talking about Oliver North as a traitor, as a hero, as a DIPLOMACY player. But those days seem distant now, because the Iran-Contra affair was long ago. It was before Willie Horton. It was before the Greenhouse Effect. It was before Flag-Burning. It was before the Trump Divorce. It was before Noriega. It was before the Education President. It was before the Columbia Summit. It was before DIPCON XXII. And now a real hero in the Iran-Contra affair has emerged. He is John Poindexter, and he is a flawed, tragic hero, who, like all heroes, knew from the start that he was doomed.

Oliver North did not lie to Congress. He told us that President Reagan explained what he wanted, and the National Security Council found a way to do it. North did the flashy parts, and Poindexter figured out how to make them work. The plan worked, spirits ran high. Iran got its weapons, the Contras got theirs, brokers got rich and someone got silk stockings. Ronald Reagan thanked everyone and reminded them that he knew nothing about anything. At first they agreed that if anyone ever learned about the affair, Oliver North would defend it, since he had a knack for public speech. Reagan treasured his abilities to prepare briefings. Nevertheless, North worried that people would never believe that a Lieutenant Colonel had masterminded the whole plot. Poindexter agreed that if that time ever came, he would naturally take the blame. That time came.

As planned, North appeared first --- and shone brightest. He left the youth of America with the warning never to be anyone's "point man." Then, as the television sets started to click off, Poindexter appeared before the congressional committee, conspicuously wearing civilian clothing. He did not salute and he did not weep. He had no fan club and no secretary, no death threat and no action figure. Someone told his lawyer to let the questions get asked. Afterward, he quietly lost his conditional naval rank, and with it, much of his pension.

The hearings ended. Within days, we heard the usual story, that people found the matter boring, that they considered the media too liberal, that they did not really know what happened or care. First Reagan, then Bush shushed the talk about a pardon. Oliver North went to court and got community service. Poindexter's trial appeared when Oliver North testified. President Reagan made some videotapes, and people watched to see if he looked senile. Then the verdict came --- guilty.

Guilty of having Oliver North do what a jury found Oliver North innocent of doing.

When North received a light sentence, the enlightened folks who developed a social conscience for the Nineties complained about the revolving-door justice system. Now, some of them have started to gripe about Poindexter's appeal. Sure, North and Poindexter are guilty. Ronald Reagan and George Bush are also guilty. If people wanted to eradicate that sort of crime, they should have called for impeachment. They should have elected Dukakis President. Or is it just more satisfying to make someone cringe in the penitentiary?

Meanwhile, let us remember true heroes.

UMF-CON (November 3-4, 1990): Beat the snow to the University of Maine At Farmington Student Center for our latest episode of AD&D, miniatures, wargames, GAMMA WORLD, TOP SECRET, boardgames and contests. Guests who pre-register pay \$5.00 for the weekend, or \$3.00 per day. The fee at the door is \$8.00, or \$4.00 per day. In addition, all games have a \$2.00 table fee. Bedroll space is available for an extra \$3.00 per night, or \$5.00 for Friday and Saturday. Write to: Table Gaming Club, Student Center, 5 South Street, Farmington, ME 04938.

by James Nelson

This is the third "issue" by the new DIPLOMACY WORLD Variants Editor, James Nelson, who lives at: 112 Huntley Avenue, Spondon, Derby, DE2 7DU, ENGLAND. James Nelson is also the United Kingdom Variant Bank Archivist, and publishes a "variants fanzine" called VARIANTS & UNCLES which is available for the equivalent sum of £0.80 (but please send it through an I.S.E. if possible) I will be happy to receive contributions and also copies of variant zines so that I can review them in DIPLOMACY WORLD.

As you may have read, many many moons ago, Larry was going to go tripping around Europe last November in order to attend various conventions. Well, I saw Larry in Birmingham for our MidCon convention, and Larry specifically asked me whether I could write an article on how to design variants. I've managed to put together the following short article but it is far from perfect - this is how I design variants; other people may find different ways to do the same job.

VARIANT DESIGN

The first thing I would stress when talking about variant design is the importance of actually having an idea. This may seem strange advice because surely if you want to design a variant then you must have an idea??? Not so!!! Some people have, in the past, designed variants for the sake of it, or modified variants for the sake of it. To truly design an original variant some careful thought, and well planned ideas are needed.

Many variants are not thought out. In many respects you could draw a comparison with that of the action of an entrepreneur: he sees a gap in the market and fills that gap. I would advise people only to design variants if they actually see something missing which is needed. I say this because there are many many variants which are extremely poor. I'm going to give some guidelines on what to do to try and ensure a design of yours is not poor, but basically unless you've a good idea don't bother. This may seem harsh advice but having looked through my variant archives recently I decided that 80% of it (over 300 variants) was not worth playing or revising.

Firstly does your idea add something to the game? Will the situation the rule change(s) cover(s) occur in actual play? This may sound daft but I know of a few variants where some of the new rules are redundant because they are never used! Also I personally don't like variants when the concept is only used once, and only once! - i.e. in the case of Winter 1900 Diplomacy where by you choose your initial placements on the Dip board (both location and unit type). If you feel that it does improve upon the game, my next suggested step would be to see what is available. Write to your local Variant Bank Custodian, and ask him if there are any variants based on your "revolutionary" idea, say, the rise of the Mongul Empire, or Nuclear weapons, etc. Get these designs and study them - sometimes you'll

be able to see flaws in these designs (i.e. make sure you don't follow suit), good points to borrow (with credit to the original design, of course), etc.

Say you have decided that your variant, say, on the rise of the Mongul Empire, adds to the game, and you've done a little bit of variant research. What is the next step then? In the case of a Historial variant do some basic background reading. It might be a specialised subject of yours but it will not hurt to have a little refresher on what you are trying to do. It is suprising how many historial variants are very badly designed historically, with poor province names, unrealistic powers, etc. I am not saying that your variant should follow the exact historical actuality - after all why bother designing a variant which would follow the exact course of history - it would be boring!!! By all means "modify" history to make the game more balanced, but don't go too far in this. Something I mentioned earlier, getting correctly named province, may not sound important but it adds flavour to the game. I remember seeing a variant by Lew Pulsipher on Anglo-Saxon England which was very disapointing because Lew had neither done any research other than to look at a map of the period and see where the "powers" were, and additionally he had not "named" the provinces. The provinces were numbered - urrrghh! This kind of "makeup" is important.

If your variant is none-historical, background reading is not really important, but if there is some loosely related sources of information a glance or two wouldn't hurt.

So you now have an idea, and the history of the period, so what next??? A drafting of the rules would seem to be the order of the day. Make these as clear as possible, check for contradictions and try to predict any special rules which may be needed (especially important in any game with "influence points" changing some aspect of the game, e.g. geophysical activity and control of minor powers). At this stage DO NOT ASK FOR AN ARDA NUMBER! Playtest the variant on your own, or more ideally with friends face-to-face. Make a note of any glaring ideas and modify your original rules. If a power seems to be strong, weaken him, if a rule seems badly worded, re-word it, if there is scope for a new rule, add it. Polish off the rules, and run through it again. This checking and re-checking will make sure (hopefully) that by the time you run the game you will have the definitive set of rules with no glaring errors, or imbalances in playbalance.

The penultimate step is to playtest the finished product. I do not see the point of designing a variant if it is not to be played postally. I know of many many designs which have never been played postally: I cannot comprehend why they were designed. Market research comes into action now - get the players reaction to the design and ask them for their suggestions on modifications to it. After this playtest, and any suitable modifications, the last stage of the design of your variant can be embarked upon: get an ARDA Number, sit well back, and congratulate yourself (hopefully!) on an excellent design!

((ru02/07))

by *Tim Sharrock*.

- 1) All regular rules of Diplomacy apply, except where modified below.
- 2) Any army in a supply centre that is neither moved, attacked, convoyed or ordered to support may change into a fleet. The order is A(Xyz)-F(Xyz).
- 3) Rising sea level results in the submergence of provinces according to the list below (Table 1). Submergence occurs after adjustments in Winter. Submerged supply centres are not usable for the following year's builds or maintenance.
- 4) Armies which sink become fleets. Submerged provinces count as sea spaces.
- 5) Switzerland becomes passable in Winter 1904.
- 6) The Abstraction Army/Fleet rules are used (see below).
- 7) When new supply centres are formed, they are owned by: 1) the country occupying the province, 2) the country within whose borders they lie, 3) the last country to have a unit in that province, 4) neutral, in order of precedence.
- 8) The winner is the survivor of Winter 1908. In practice, this means the player who occupies Switzerland for Autumn 1908.

Table 1: Submergences

W 01: Lon, Hol, Bel, Gas, Ven; Lvn.
 W 02: Lpl, Yor, Pic, Apu, Rum, Sev, Fin, Syr, Den.
 W 03: Bof, Par, Tus, Nap, Bud, StP, Arm, Kie.
 W 04: Mar, Por, Rom, Vie, Gre, Pru, Mos, Ber, Ruh, Gal, Ukr, Bul.
 W 05: Wal, Cly, Swe, Tri, Alb, Con, War.
 W 06: Edi, Spa, Tun, Ser, Smy, Sil, Boh.
 W 07: Nwy, Mun, Pie, Tyr, NAf, Bur, Ank.
 W 08: Swi

Table 2: New supply centres

S 02: Wal, Ruh, Tyr.
 S 03: Ukr.
 S 04: Pie.
 S 05: Boh, Swi.
 S 06: Sil.
 S 07: NAf.

A/F RULES MODULE

- 1) The Fast Ferry: Convoy by the standard Diplomacy method is only allowed if it covers the crossing of a single sea space. This one space convoy will be referred to as the Fast Ferry, and the order for its use is "FF". A fleet may FF an army of any nationality. If the army does not succeed in its disembarktion, then it remains aboard the fleet to become an Army/Fleet

(A/F). If the units belong to different powers, the army must return to its starting position because multi-national A/F's are not allowed.

2) Army/Fleet: All convoys involving the crossing of more than one sea space may only be undertaken by the formation of an A/F to carry the army "piggy-back". On a given move, an army in a coastal province adjacent to a sea space containing a fleet may be placed aboard that fleet, to form an A/F. The A/F may then move to another sea space, and may then also disembark the army into a land province bordering the second sea space.

Eg. A(Mar) E F(GOL), A/F(GOL)-WMS, A(WMS) D(Tun)1 (E=Embark, D=Disembarks)
An A/F may only consist of two units belonging to the same country.

3) Army/Fleet Combined Operations: An A/F has the same "combat factor" as a single fleet; it may attack, support, or be supported. It cannot convoy another army via the FF. An A/F can only exist in a sea space - it cannot be ordered to a coastal province as an entity - but it may support some other unit into a coastal province. If an army is ordered to board a fleet, and the A/F is prevented from moving to another sea space, the A/F remains intact. An A/F may be ordered to stand.

If an army is ordered to board a fleet, and the fleet is attacked from another sea space, or if the fleet is ordered to support another unit, the army is considered to have failed to board and it remains in its land province. This is true even if the fleet successfully defends itself against attack.

A fleet which lands an army in a coastal province, before making a move, may then support that army to land as its move, or it may move elsewhere. If an army's disembarkation fails, the A/F remains intact and any orders for fleet movement will not be carried out. A fleet may not simultaneously land one army and pick up another one. If an A/F is annihilated, then both units are removed from the board.

((This is quite an old design, and a very popular one in the U.K. There exists a series of maps for each year, showing the effects of the deluge. If you are interested I am sure that Lee Kendter must have a copy of these maps, although I'm not sure, and I have no idea how much they will cost.))

VARIANT REVIEW

Continuing on from last issue I will review some more of the Downfall variants you can obtain from the NAVB Custodian, Lee Kendter, Jr.

DOWNFALL VI: Not really much different from the previous designs - still primarily a wargame simulation of tLotR. Adds the "Cavalry" unit for Rohan which can move two provinces a turn. Also unique amongst Downfall variants in that Umbar has a 2A.

DEFINITIVE DOWNFALL: Famous in that it is the most complicated Downfall variant, and the worst named (there have been four more designs since "Definitive"). The most popular variant in the U.K. during the 80's it revolutionised Downfall - Gandalf is re-introduced as a power, Umbar has an Amphibious unit, Rohan has cavalry, there are leader units, a herd unit, fortresses and garrisons.....the list is seemingly endless. Well worth playing. It may sound complicated but once the rules have been read once or twice it all falls into place.

DIPCON XXIII:



Good Evening:

I'm Barbara Wa-Wa. Remember me? Well, if you don't, you can't call yourself a real hobby old fart!

I'm here to reveal to you all the human side of DIPCON XXIII, and believe me, with these animals that won't be easy. Sorry, that was catty of me, wasn't it?

A REAL CAT FIGHT

Welcome Dippers!

& I'm Edipuss Rex, your unofficial host for this year's Dippy Cat Fight. I'll be bringing you the paw-by-paw and claw-by-claw action right from the beginning to the end!



STRESS: THE QUIET BACKSTABBER

Larry Peery

DIPLOMACY is a game and DIPLOMACY is a hobby --- not a calling, or a way of life. Well, except, perhaps, for me. DIPCON is supposed to be a fun experience --- not a physical, mental and emotional bloodbath. So much for the caveats. But DIPLOMACY and DIPCON are also microcosms of real life, good and bad. Stress --- be it the old-fashioned, bite-your-fingernails variety; or modern high-tech Technostress; or Diplomacy's own Diplostress --- is one of the major elements that affects us in our real life and in Diplomacy. We see it in the game, in the hobby, and especially in events like DIPCON. I call stress The Quiet Backstabber because it will get you ever time and usually you won't even know it.

One of the changes I have noted in the game and hobby in the past twenty-five years is that back in the 1960s DIPLOMACY was a means of releasing stress. Today it is a major cause of it for many of us. If you look at your game correspondence, your zine editorials, and the behaviour of Con participants you'll see it for yourself. It's a fact that we haven't faced. It's a problem that we haven't dealt with. And I think that is one of the reasons the hobby has failed to grow in the past decade.

How do we deal with it?

There are many ways to relieve stress: play a musical instrument; drive a car (for the fun of it --- not because you have to go somewhere); adopt a pet; exercise; diet; learn to say no to professional demands that eat away at "your" time; confine work to the workday and workweek, and keep the rest of your time for yourself; look for relaxation in the source of your stress; read a good junk novel or two; release yourself through old-fashioned exasperation; indulge in a relaxation tune-up with relaxation tapes, a mineral bath, a massage; take up a new interest; escape; cultivate a houseplant or two; go out and dance your buns off; take up weightlifting, tennis, or yoga; take the bus and relax instead of being a commuter; turn off the phone and the answering machine and put on some relaxing background music; take a walk in the rain, or the sunshine; have a water balloon fight; find a quiet spot under a tree and listen to the wind, the birds, and your own heartbeat.

Those are all things you can do at home. But what about things you can do at a DIPCON? I started to say that I had never seen anyone playing a musical instrument at a DIPCON, but that's not true. I do remember seeing one Diplomat playing Bach on a grand piano in Fredericksburg. He was a computer designer for Cray and told me that he composed and played music for his own enjoyment. I remember at that same Con getting up early on Sunday morning and sitting on the steps of one of the old school buildings, watching the squirrels play on the lawn and in the trees, and listening to the campus come to life as the sun came up. I remember a quiet Fourth of July evening in San Antonio, watching Nick Felella toss a boomerang around the hotel golf course --- much to the bewilderment of the local golfers. The point is that you can and you should find a few moments to yourself during a DIPCON to pause and relax.

Eating is another key element to DIPCON success. I'm always amazed that some players manage to get through a Con without eating anything at all, or eating some strange combination of junk food and health food that would give an elephant indigestion. You should try to get at least one good meal a day. If you don't, by Day Four your tail will be dragging, and so will your score. I've included a list of some common kinds of snack foods, just so you can see what you are fueling your system with during the Con.

Drinking right is also very important. DIPCON drinkers can be divided into two groups: the alcoholic beverage fans and the non-alcoholic types. I've never seen anyone drink hard liquor steadily at a DIPCON. It's just too depressing, I suppose. Ales, beers and lagers are popular and some people can put away an amazing amount of it and not seem to show any obvious ill effects. And, if you're not eating, the calories in beer can keep you going for a long, long time --- as long as you pace yourself. Wine drinkers are in a tiny minority at DIPCONs. I was surprised to discover several winebibbers at DIPCON XIX, where we managed to put away several cases of Gallo rot

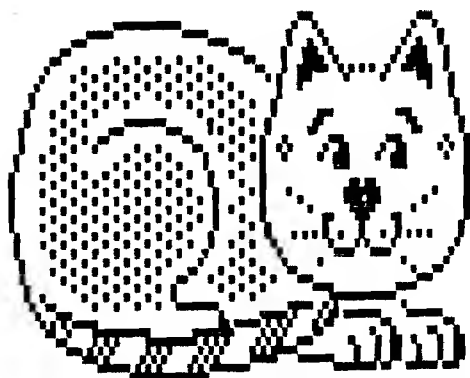
gut --- considered good stuff in Virginia. Things were a bit better at WORLD DIPCON I; and while the Brits put away their ales, beers and lagers; I did my bit to help balance France's balance of payments problem. In comparison to what you pay for French wines in California, the prices in England are remarkably cheap. Interestingly, I don't recall seeing anyone drinking alcohol during any of my French Diplomacy games. And in Vienna the beverage of choice seemed to be, of all things, orange juice! That orange juice was from Algeria and/or Brazil, by the way, and yes, you can tell it from California or Florida orange juice.

Sleep, or at least rest, is also important for a DIPCON participant. There is always someone who claims to have gone an entire Con without any sleep or rest. And usually their looks and scores confirm it. Sleep may not be vital to your survival at DIPCON, but the lack of it will definitely take the edge off your performance. I remember getting four hours of sleep the first night, six hours the second night, and eight hours the third night at last year's DIPCON; and that seemed to work for me. On the other hand, I don't think I've seen Ed Menders get any sleep at any Diplomacy event in the past eight years!

Stress release, a good diet, the right beverages, and enough rest: they may not give you the Con championship, but each one of them is like having an extra black dot in your score.

A LIGHT APPROACH TO SNACKING

<u>FOOD (Serving Size)</u>	<u>Calories (kcal)</u>	<u>Fat (gram)</u>	<u>Choles terol (milligram)</u>	<u>Sodium (milligram)</u>
Light Tortilla Chips (15)	110	4	0	250
Light Potato Chips (18)	120	6	0	170
Light Cheese Snacks (34)	120	6	0	270
Doughnut (1 plain cake)	164	8	25	210
Apple Pie (1 slice/1/6th)	430	19	18	506
Microwave Popcorn (3 cups)	192	11	0	270
Ice Cream (Premium - 1/2 cup)	175	12	44	54
Chocolate Chip Cookie (1)	236	12	22	227
Cheese (2 oz)& Crackers (10)	429	26	60	652
Chicken Wings (2)	318	21	46	314
Bagel with Cream Cheese	249	11	31	436
Two Peanut Butter Cups	281	16	0	148
Dry Roasted Peanuts (1 oz)	160	14	0	250
Chocolate Bar (1 oz)	147	9	6	27
Cheese Peanut Butter Crackers (6)	210	9	0	450
Granola Bar (1 regular bar)	120	5	0	75



Hi! --- I'm T. Daniel Sellers, but all my friends call me T.S. You may not have heard of me because I don't play much postal Dip, but I was the champ at DIPCON XXI.

You won't have any trouble spotting me at the Con. I'll be the shortest one there, with the smile of an angel, and the personality Dennis the Menace.

I'm a great Dipper. My strategy is tops, my tactics are grand, and I never tell lies. IF you believe all this, I want you for an ally.

Although I'm a CAD, don't worry, I'll do anything to make sure Morgan doesn't win this!

DIPLOMACY'S WILD KINGDOM

SEX SCANDAL ROCKS CHAPEL HILL, NC

Michael Grant

Beavers in Chapel Hill, NC, are receiving vasectomies and tubal ligations. That's all I know about the situation. I heard it from a colleague's parents, who were visiting here from Chapel Hill.

"Was the IUD ineffective?" I asked, but they couldn't say. Of course it was a stupid question. If the IUD had been effective, the beavers would not have needed vasectomies and tubal ligations.

It's not like the beavers had a choice. Someone had to be doing their thinking for them. The beavers did bring it on themselves, however, building more and more beaver homes across the creek beds to accommodate a booming population. Their mistake was doing it in the middle of town. Urban trees were disappearing to the point where the Chapel Hill leadership decided something had to be done. Or undone. And when you are dealing with people who know how to give a beaver a vasectomy, you can figure these are people who are going to get results.

My Chapel Hill connection says the first surgeries were performed months ago. I am a little surprised not to have seen anything about it in the newspapers. It looks like a story to me. If humans suddenly started gnawing down saplings with their bare teeth and stacking them across streams, you can bet the media would be there in an instant, wondering how it felt.

But when beavers are brought in for vasectomies and tubal ligations, well, the media turns its back. I am forced to assume that the vasectomy is an outpatient procedure for the male beaver, as it is for a man, and that the tubal ligation, for the woman, is major surgery performed through the bellybutton (for cosmetic reasons), requiring short-term hospitalization or (for beavers) whatever.

And obvious though it is that the IUD was ineffective, I would like to know more about the attempt. Beaver contraception may be serious business in Chapel Hill, but for the rest of the country it could mean some interesting reading. I assume the Chapel Hill leadership would have tested everything (except condoms and the Pill) before resorting to surgical options. (A beaver would never use a condom, just like 75 percent of the men in this country.)

The Pill wouldn't work unless you kept track of each and every lady beaver's cycle, then went out and --- well, it would just be too much trouble. But I don't know why beavers outfitted with diaphragms wouldn't act to stabilize the population, unless there is something about beavers we don't know. In fact there is a lot about beavers I don't know. Do beavers really have bellybuttons? What is a responsible beaver couple's acceptable production of little beavers before surgery? When did beavers get above spaying?

They must be above spaying. If they were not, we'd have no story. Spaying is certainly more crude (completely unthinkable on the human level), and these are Southern beavers, and there is all that gentility down there. But I'll tell you one thing. If the Chapel Hill people are giving beavers tubal ligations but still spaying cats, they are in for pure hell when the cat people find out. I know I can't write a thing about cats without hearing from some cat people. And those are California cats.

These cats in Chapel Hill are Southern cats, and I doubt they can be matched anywhere for refinement in the minds of the Southern cat people. One of two things must be true: Either veterinarians are licensed to do tubal ligations in North Carolina, or obstetricians are handling the Chapel Hill beavers. The Southern cat people will find out which soon enough, and present themselves with their cats at the appropriate offices, saying, "I will not have my Angelina, here, treated with any less respect than the common beaver, or my sister Mildred for that matter." I am almost sorry to have let it out of the bag.

PREDATOR: DOMESTIC CATS ON THE PROWL ARE MAJOR HUNTERS IN ENGLISH VILLAGE

For the family of Peter B. Churcher, the first one downstairs on summer mornings faced an unpleasant chore: The early riser often had to clean up the remains of whatever prey the family cat had brought in overnight.

John H. Lawton was in a similar situation. This set Churcher, a biology teacher in an English public school, and Lawton, a biology professor at the University of London, wondering about the ecological effect of house cats.

They convinced all but one of the 78 cat owners in Felmersham, England, the Bedfordshire village where the Churcher's lived, to save the remains of their cats' prey in coded plastic bags for a year in 1981 and 1982. The results were startling.

According to the study, reported in Britain's Journal of Zoology in 1987 and describe again in the August Natural History magazine, domestic cats turned out to be the major predators in the village.

A total of 1,090 victims (535 mammals, 297 birds and the mangled remains of 258 unidentified animals) were collected, an average of about 14 per cat per year.

Fifteen species of animals and 22 species of birds were represented. The most important items were wood mice (17 percent), house sparrows (16 percent) and bank voles (14 percent).

The study suggested that "at least 30 percent of the sparrow deaths in the village were due to cats," and concluded that "house cats may well prove to be the key predators" in urban and suburban settings.

"In terms of the overall impact," Churcher said in a telephone interview, "you could think of them acting as one super predator, the equivalent of a couple of barn owls or a couple of foxes."

Scientists know that cats usually go hunting even when they are well-fed at home.

But horrified cat owners and others often ask why they play with the prey, seeming to torture it. And why do they bring it home and present it to their owners?

Some scientists believe that what appears to be "playing" with live prey is actually the cat's way of tiring a seemingly difficult or dangerous quarry, so that a killing bite on the back of the neck can be delivered.

Mother cats bring prey home so that their kittens can play with it and learn to hunt. And some experts suggest that cats sometimes engage in "overflow play" after killing their prey to blow off steam.

Common wisdom has it that a cat is seeking approval when it brings prey home and drops it at the owner's feet. But some animal behaviorists speculate the cat is simply bringing the prey back to what it sees as its den.

Young cats have been observed sharing prey with their mothers, and experts believe that in the absence of its mother, a cat often sees its owner as a substitute.

Hello. --- I'm Matthew McVeigh, and all my friends call me Mr. McVeigh, but you colonials & others can call me Matt. You probably have heard of me. I'm the one that always comes in third at Cons. I've played Dip all over the place and my motto is, "For God and St. Dip!"

You'll have no trouble seeing me at the Con since I'll be wearing my armour, carrying a broadsword, and have a longbow with me. But don't worry, because I won't use these unless I fail to huff and puff and blow you away with my intimidating style of negotiating; and I won't use that if I can charm you out of a dot or two.

Just remember --- don't believe anything anybody tells you about me. I'm a good guy.



PANTHER ON THE PROWL HAS ROMANS ON THE HUNT

William D. Montalbano

Rome --- The Eternal City, which according to legend was founded almost 3,000 years ago by a man who had been suckled by a wolf, has entered the 1990s in pursuit of a mysterious black panther.

Eight times since Christmas, the panther has been sighted on the fringes of a city where big cats have not been seen much since the lions ate Christians in the Colosseum.

Officials wondered if the early reports might not have dealt more with "pink panthers" than black panthers --- the product of holiday overindulgence. But then appeared mauled dead sheep, surrounded by large paw marks.

This week a television camera on a police helicopter captured a fleeting black feline shadow racing through a field, and now there are posses out daily.

Among them are animal protection agents with dart guns, veterinarians, tracker dogs, nervous-looking police officers clutching nets and cat-wise circus owner Nando Orfei.

"If you meet it," Orfei advised, "don't kill it. Stay calm; don't panic. If we were dealing with a man-eater, we would already have paid the consequences."

Panther reports have become a staple of the Italian news diet. Every Roman now probably knows that an adult cat can eat up to 40 pounds of meat a day. Maps chart the cat's course from south of the city in a counterclockwise arc to the north.

Where is it going? How has it survived the winter cold? What is it hunting? Where did it come from? Who knows?

Most Romans, who know as much about panthers as their neighbors, seem to think it is a runaway pet. There are no fewer than 500 unregulated exotic pets in the city, they have been warned, and panthers are said to be the No. 4 favorite behind reptiles, monkeys and lions.

The cat continues to elude its pursuers, leaving as the posses' only success a friendly, 130-pound black bear that was found noshing at a garbage can.

The bear went to the zoo, and Rome's new-found animal awareness reached into the most august precincts of the city.

Pope John Paul II assured the faithful at his public audience Wednesday that animals may not have souls, but God has also breathed his breath upon them.

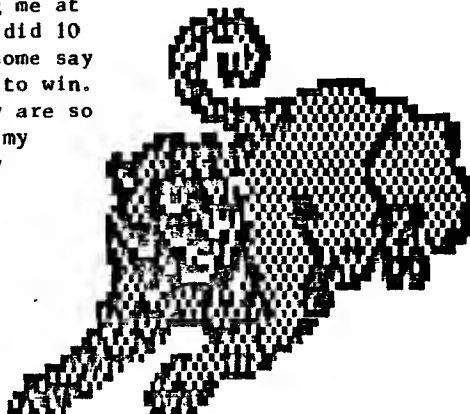
Greetings! --- I'm Morgan Gurley, and you can call me Morgan, if you say it softly and with reverence and respect in your voice. I'm the best player for CADs. They'll tell you so, and I'll tell you so, and so will all the girls in Chapel Hill.

I'm quite simply The Best by far, even though I've never won a DIPCON title. I've won more CAD games than anybody else & almost more than everybody else combined.

You won't have any trouble spotting me at the Con. I'm the one that looks like Tom Selleck did 10 years ago. Oh, I've put on a bit of weight, and some say I'm already past my prime --- but this is my year to win.

My tactics, strategy, and diplomacy are so good that no one in their right mind would refuse my offer of an alliance, or pass up a chance to be my puppet. So, if I offer you a deal, don't pass it up. In fact, there are only two ways to beat me in this Con: (1) Get me so drunk I can't see the board (vodka and beer, if you please); or (2) put a pretty girl at the board next to mine & use her to distract me from my game.

Don't let my size and power scare you. I'm really very sneaky at heart.



BARONESS GETS A ROYAL TONGUE-LASHING FROM JUDGE FOR BILKING HER AGED AUNT

Reuters

Birmingham, England --- A baroness, her ex-husband and two children were sentenced to jail yesterday for swindling a senile aunt out of her fortune, leaving the elderly woman destitute in her last years.

Baroness Susan de Stempel, 55, was sentenced to seven years for what the Birmingham Crown Court judge called her "absolutely barbarous" treatment of her aunit Margaret, the late Lady Illingworth.

For their parts in the conspiracy, the baroness's former husband, Baron Michael de Stempel, 60, was sentenced to four years; her daughter Sophia Wilberforce, 27, to 30 months; and her son Marcus Wilberforce, 28, to 18 months.

Lady Illingworth, a former society hostess and second wife of a World War I Cabinet minister, was stripped of her fortune of \$820,000 and dumped in an old people's home, where she died a pauper in 1986 at the age of 86.

Her relatives gave her the cheapest funeral they could find and had her body cremated --- after spending her cash on vacations abroad, an apartment in Spain, new cars and expensive jewelry.

Baroness de Stempel had pleaded guilty to five charges of theft and two of forgery. The other three denied conspiracy. They were found guilty after the jury deliberated for four days at the end of a nine-week trial.

"All four of you are convicted of a most heartless fraud on a defenseless old lady who was a member of your family," Judge Richard Curtis said in handing down the sentences.

He said the baroness, a direct descendant of anti-slavery campaigner William Wilberforce, forged 67 documents, including her aunt's supposed will. She duped lawyers and bankers into stealing the wealth of Lady Illingworth, known to the family as "Aunt Puss."

"You were undoubtedly the chief architect, and everything you did was skillfully covered up," Curtis told the baroness. "Your treatment of Lady Illingworth was absolutely barbarous. Having taken all her money, you cast her off."

Prosecutor Timothy Barnes said Lady Illingworth changed her will after the baroness made some "highly unpleasant allegations about the sexual proclivities of the late Lord Illingworth," who died in 1942.

The judge said Baron de Stempel, a former Lloyds of London broker, played a crucial role in the plot. The baron, who told the jury he slept in a tent to avoid his wife during their two-year marriage, was accused of helping to forge the will and playing a crucial role in obtaining Lady Illingworth's wealth.

"Stripped of your airs and flowery language, you are undoubtedly a con man," Curtis told him.

Turning to the baroness's daughter, he said she had been happy to steal the money after being "led astray by the appalling example of your mother."

The judge said Marcus Wilberforce had been acting under the "malign influence" of his mother, but nevertheless had played an important role. The son collapsed after being sentenced.

Police began probing the baroness's financial affairs after arresting her on suspicion of murdering her former husband, architect Simon Dale. He had refused to leave their manor house after the divorce, saying it stood on a site that held the key to the legend of King Arthur and the Knights of the Round Table.

She denied battering Dale to death with a crowbar and was acquitted by a jury last year.

DATA ISN'T ALWAYS PERTINENT TO THE MAIN QUESTION: CAN HE PLAY?

Larry Peery

Every DIPCON has its potential champ from hell, the top-rated and much ballyhoosed in the Dip press player that flops and fails for all to see.

Worse, as happened at last year's DIPCON XXII, is the case where, as some say, a player is robbed of a championship title by a scoring system fluke. But that's another story.

Here's a list of recent DIPCON champions:

<u>DIPCON</u>	<u>YEAR</u>	<u>SITE</u>	<u>CHAMPION</u>	<u>COMMENTS</u>
XII	1979	Chester, PA	Ben Zablocki	
XIII	1980	Detroit, MI	Carl Eichelberger	
XIV	1981	San Mateo, CA	Ron "CA" Brown	
XV	1982	Baltimore, MD	Konrad Baumeister	
XVI	1983	Detroit, MI	Donna Balkan	
XVII	1984	Dallas, TX	Jeff Key	
XVIII	1985	Seattle, WA	J.R. Baker	
XIX	1986	Fredericks- burg, VA	Malc Smith	
XX	1987	Madison, WI	David Hood	
XXI	1988	San Antonio, TX	Dan Sellers	
XXII	1989	San Diego, CA	Edi Birsan	

Assessing DIPCON potential remains as fickle a process as it was at the event's beginning a quarter of a century ago. The tools have become more sophisticated, but the problem is the same --- mainly, whom to select? Who are the champions-in-waiting?

Local, regional and national championship events; along with their rating systems; postal games, along with their rating systems; play by electronic mail games, along (sooner or later but surely inevitably) with their rating systems; variant games, along with their rating systems; a plethora of polls and awards; and more; were supposed to help solve the mystery of determining who are the best, the true championship contender. For the most part they do, giving players, gamemasters and other hobbyists the perfect opportunity to watch players at close range.

But information overload isn't always a good thing. It can confuse rather than clarify. Perspective gets misplaced.

I'm one of those way-backs that think the final selection has already taken place long before the DIPCON event. Now you've got to be very careful. Playing recreational face-to-face Diplomacy, computer Diplomacy, play by electronic mail Diplomacy, or postal Diplomacy is not the same thing as playing in a DIPCON, particularly when a national or international championship is at stake.

Being a good Diplomat and being a good DIPCON Diplomat are not the same thing.

Staying awake, and sober, or typing faster than somebody else may win you an occasional game or title, but it isn't going to get you a championship, unless you are awfully lucky.

Sometimes we get wrapped up in too much stuff, instead of concentrating to see if the son-of-a-gun can actually play in a DIPCON.

Postal Diplomacy rating systems have existed in the hobby almost from the beginning. But it has only been in the past few years that anyone has attempted to develop a comprehensive face-to-face rating system for tournaments and cons. The data base is still too small to mean much.

Today some analysts attempt to combine a player's performance in a variety of areas: face-to-face, tournament, postal, play by electronic mail, computer, variant Dip, knowledge of the game and hobby, years of experience, number of wins, draws and eliminations, country performance stats, and more.

A great combine means a guy has played well over a long period of time and in a wide variety of events. Edi Birsan comes to mind. Edi's been in the postal hobby for a quarter of a century. He's one of the few people to win postal games playing all seven Powers. He's participated in many DIPCONs, starting with the second one. And yet it wasn't until last year that he finally won one, and some dismiss that as a fluke.

On the other hand there are DIPCON champs who come out of the sunrise, grab the glory, and disappear into the sunset. Donna Balkan (if that is her right name), the one woman DIPCON champion, is the classic example of that. A fortuitous set of circumstances gave her the championship. DIPCON is a one weekend event, often played under nearly ideal conditions, but it doesn't adequately evaluate a player's whole career. That's why we have an International Diplomacy Hall of Fame.

The trick is not to over analyze too much. Most of these guys in the combine you should have seen (in zine game reports or in person) during the last three years. If you make an evaluation just on their DIPCON performance in Chapel Hill, you can screw it up.

There are other dangers including:

--- Beware of the stopwatch. One game does not a DIPCON championship make. I remember one PEERICON where Ron Spitzer won the first game on the first day. From then on he was dead meat. One of the unique things about the Masters Golf Tournament is that it runs over four days and a lot of players, especially the younger ones, aren't used to that extra day of play. They burn out in the first three days, and the old-timers, who haven't let it all hang out, rise to the top in the fourth round.

--- Statistics lie. It all depends on the game being played. A guy might have played a jillion games of Diplomacy. But if you go on that alone, you may be totally wrong.

--- Don't always trust a colleague's evaluation of one of his group of players. Sometimes they go overboard in their recommendations, good or bad.

--- Look for natural talent, but also look for a player who fits the tournament and scoring system being played. A good player is not only playing his own game of the moment, but keeping an eye on the competition, and planning ahead to the next round.

--- Never underestimate the ability of an unknown player to make the transition to DIPCON play, but don't overestimate it either.

All the other stats may be helpful but the most important thing to look for is past DIPCON performance. Everything else is to be greeted with suspicion.

I'm so wary of a player's postal or play by electronic mail experience that I don't even consider it until after I've made my initial evaluations.

Some players can be flashers. They flash excellent skills during their first few postal or play by electronic mail games, or win a couple of local events, and suddenly they're a big name and a hot DIPCON prospect; but the problem is, they don't have consistency. I want to know how he is over a long period of time. It takes a long time to build a solid reputation as a good Diplomat.

DIPCON champs are the end result of a lot of work, not a lucky weekend.

THE CHAMPIONS-IN-WAITING CLUB

Larry Peery

So who will be the new world Diplomacy champion?

I have suggested that to determine who the likely contenders for the 1990 WORLD DIPCON championship title are we need to look at the past DIPCON performance of the various possibilities. Then we need to look at their performance in other areas of the hobby. I should point out that when I refer to "past DIPCON performance" I am not referring just to the North American Diplomacy championship event, but any comparable event. We also need to keep in mind the roles of timing and luck in making any predictions.

Since I don't know exactly who will and who won't be participating in this year's event I can only offer some insights based on my experiences and observations of some of the prime candidates.

Obviously, any past DIPCON champion is a contender, although the chances of any one winning two DIPCON titles seems remote, especially in a field as strong as this one. Three past DIPCON champs will be present this year. Since David Hood (1987) is the tournament director, he's out of it. But Dan Sellers (1988) and Edi Birsan (1989) will very much be a part of the top board field.

The local CADs, with five plus years and well over one hundred face-to-face games behind them, will field a strong contingent. Although he hasn't won a DIPCON event, Morgan Gurley, the best CAD player, is sure to be a contender. John Hood and Mark Stegeman are other possibilities among the CADs.

The LADs, from California, will also have a strong group at the Con; headed by Edi Birsan, Steve Cooley, and Hohn Cho. Tim Moore and Jay Shufeldt provide depth and experience to the group.

Don't underestimate the potential of the overseas participants. Matt McVeigh, from the UK; Erik Adenstedt, from Austria; Jacques-Henri Strauss, from France; and Andrew England, from Australia; are all prime candidates with solid DIPCON qualifications.

America's heartland, with players like Marc Peters, Gary Behnen, and Vince Lutterbie should also do well and be among the top board representatives when the dust settles.

All in all it represents one of the best fields ever for a Diplomacy championship event; a lot of good players with a lot of solid experience.

My picks for the top board are: Hohn Cho, Steve Cooley, Edi Birsan, Marc Peters, Morgan Gurley, Dan Sellers, John Hood, Matt McVeigh, Andrew England, Erik Adenstedt, and Jacques-Henri Strauss. No apparent weaknesses.

My second board picks are: Tim Moore, Lance Anderson, Vince Lutterbie, Gary Behnen, Jeff Bohner, Gene Prosnitz, Mark Stegeman, John Hood, Dave McCrumb, and John Cain. Most of them have a weakness, but it's hard to spot.

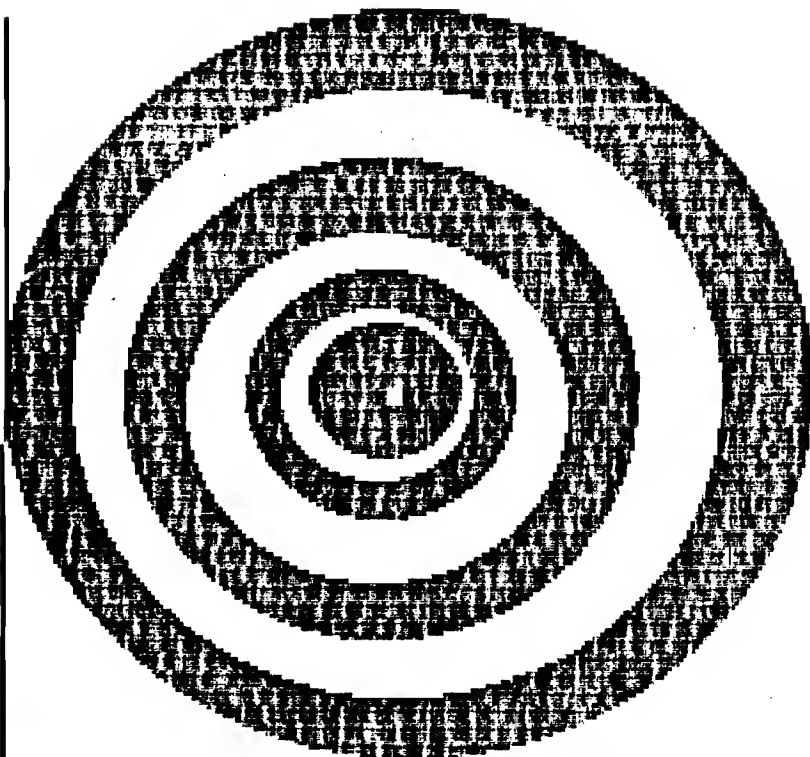
Those who don't make it to the top two boards will, no doubt, end up on the third board.

Some of these players have been around the hobby for as long as I have. Edi Birsan is a well known player and hobbyist, and the defending champ, but Gene Prosnitz has been around almost as long and, in his own way, he's just as good a player as Edi. Keep an eye on him.

Peters, Behnen and Lutterbie are all good players with superb skills in strategy, tactics, and diplomacy. They're also nice guys and that may be a plus.

One foreigner has already won a DIPCON title and there are enough good players in the above list to make it a real possibility this year, if they can adapt their style of play to ours, and remember what color is what on the gameboard.

But to my way of thinking there are three outstanding contenders this year. They've all got the basics down cold, possess the charisma and chutzpah, and are endowed with a sense of timing and luck to pull it off. More importantly, they've all got a mean and lean --- and hungry --- look in their eyes. They want this one and they want it bad. So I expect Gurley, Cooley, or McVeigh to win. But if Morgan does poorly early on, he may give up, leaving Cooley and McVeigh to battle it out. Either way it's a cop out.



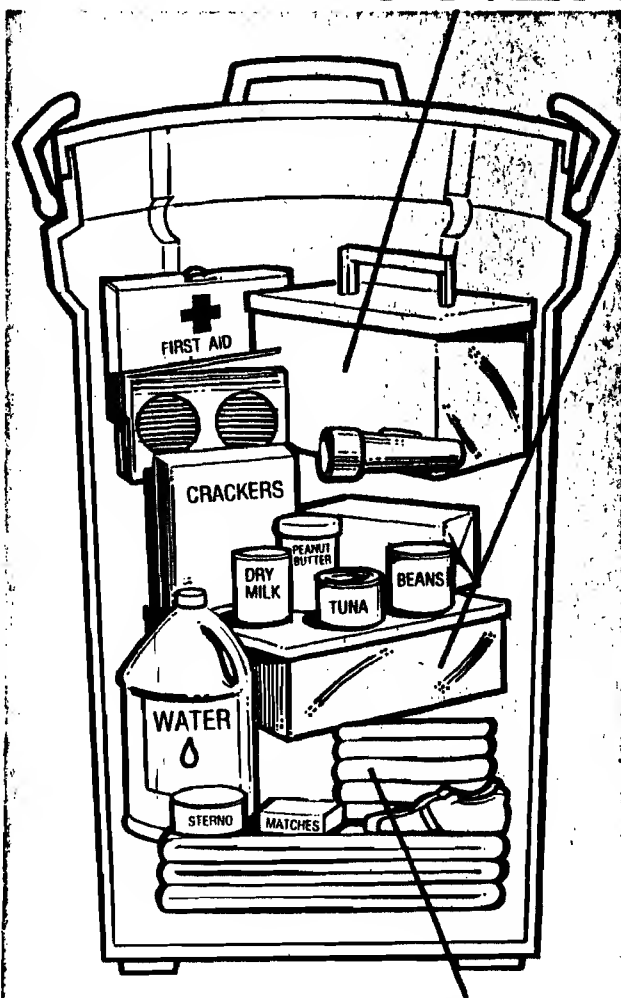
Some people say that it isn't whether you win or lose but how you play the game that counts.

Obviously, these people have never won.

Winning is everything, and anyone who tells you differently isn't going to win.



THREE DAY SURVIVAL PACK



ARE YOU READY
FOR THE BIG ONE?

Fortunately, there's time to prepare. By following the simple diagram and helpful suggestions below, you can prepare for a major DIPCON event. All you need to start is a big rubber trash barrel with a tight fitting lid.

TOP OF THE BARREL

The top of the barrel should include the most fragile items. This includes medical supplies like antibiotic ointment, an assortment of different sizes of bandages, aspirin and a supply of your favorite drugs. Also at the top should be the things you might need quickly. These include flashlights, a radio and batteries, a copy of Diplomacy, extra conference maps, pencils and pens, and a Swiss Army knife. An ax, stilleto, and hatchet are also suggested.

MIDDLE OF THE BARREL

Food, water and booze should be placed in the center of the barrel. You should plan on a three day supply of food to be stored

in your survival pack per each person. Examples of appropriate food are canned meats (anchovies, escargot, pates, chili), canned juices, canned fruits and vegetables and dry milk (approximately 1/2 lb. per person). Besides canned and dried foods, peanut butter, crackers and cookies are also suggested. Jars of olives and onions are required. The middle section of your survival barrel should also have your water supply. Perrier, Evian and Calistoga are best. Plan on one gallon per person for each of three days. A case of beer, a 1/2 gallon of Scotch, and a Napoleon of Champagne are also advised.

BOTTOM OF THE BARREL

Everything else should go at the bottom of the barrel. Bedding (sleeping bags, pillows and tarps), changes of clothes (one change for each day, formal attire for after six) and personal supplies (toiletries, toilet paper and a book to read --- old copies of GRAUSTARK, DIPLOMACY WORLD, and BOAST may be substituted for the toilet paper) are examples of supplies that will help during and after a major DIPCON.

Also stored on the bottom should be materials that will help you in your survival. These include plates, can opener, hammer, shovel, plastic trash bags, candles, flares and sterno canned heat. Water purification tablets, chlorine bleach and money are good things to keep stored in your survival pack.

We also suggest you include plenty of stamps, a ditto machine (with plenty of Jack Daniels in place of fluid for it), masters, envelopes, and lots of white out. Be sure to have a duplicate of your American Express card, passport and all your frequent flier numbers.

Hi There! --- I'm Steve Cooley, and I'm the LADs answer to the question, "Is awesome better than perfect?" I've won just about every FTF Dip event in the SoCal area. I was GAMA's Gamer of the Year, the first Dipper so honored. I'm great. I'm better than great. I always win.

You'll know me at once. I have an angelic smile. I'm a foot taller than Sellers. I've got a nastier sneer than Gurley.
lots more hair



I've got
than Birsan...
In fact, I only
have one flaw.
I'm much too
humble for my
own good.

There are
two secrets to
my success: the
milk of human
that flows in my
veins; and my
short hair.

DIPLOMACY WORLD'S
SOMMELIERS HAVE
COMPILED A
LIST OF BEVERAGES
TO ENHANCE
YOUR FAVORITE
DIPLOMACY EVENT

VINTAGE DIPLOMACY

CATHY OZOG
'79 Bollinger RD
A great French
Champagne with legs

JASON BERGMANN
'89 Beaujolais
Nouveau: Fresh,
young, lively, def

FRANCOIS CUERRIER
'85 Chateau Pazio
Tart & acidic-you
either love it or...

TOM NASH
Koolaid
Syrupy sweet

JEFF BOHNER
'88 Beaulieu Georges de
Latour Cabernet
Sauvignon Private Reserve
Showing promise in its
youth; outlook
questionable

LARRY CRONIN
'75 Chateau Lafite-
Rothschild
Unpretentious, bold,
with great cigar-box
bouquet

DAN SELLERS
'88 Beaujolais Fleurie
Young, precocious, wit
with plenty of promise

FRED DAVIS, JR.
Ovaltine
Superb at bedtime

MIKE MASTON
'81 Brunello di
Montalcino "Campana"
Tough, leathery, power-
ful Italian with good
nuances

EDI BIRSAN
'87 Sonoma-Cutrer
Chardonnay "Les Pierres"
Big Californian

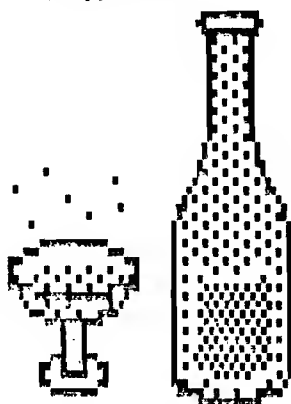
KEN PEEL
Pepsi Cola
Last of a generation

GENE PROSNITZ
'66 Chateau Haut-
Brion: A classic

MORGAN GURLEY
'85 Opus One
Unctuous, big, rich,
powerful

HOHN CHO
Korean beer & Suntory
Whisky

JEFF MCKEE
'86 Pavillion Blanc de
Chateau Margaux
Has finally come of age



TIM MOORE

'82 Chateau Montelana
Was harmonious in its
youth and likely to be
again, but currently in
a tumultuous state

PHIL REYNOLDS
NV GATORADE

DON DEL GRANDE
Prune Juice
aka Dr. Pepper
Keeps him on the run

MARK LEW
Dorian Grey Tea

VINCE LUTTERBIE
Gallo Classic
(green or purple)
Easy to drink anywhere
with handy screw-on cap

STEVE COOLEY
Milk
But only from killer
whales

MARC PETERS
Dregs of any nearby
barrel, bottle, or can

MARK STEGEMAN
'71 Chateau Lafite-
Rothschild: Heady,
closed, tightly knit
(Note: some oenophiles
question the merits of
this wine.)

RON SPITZER
Mom's chicken soup

LARRY PEERY
'47 Laurent Perrier,
with a Perrier back

GARY BEHNNEN
'61 Corton-Charlemagne
Louis Latour
Stylish and spunky,
with preserved youth

MATT MCVEIGH
Samuel Adams, on tap
Boston's finest beer

LEE KENDTER, JR.
Coca Cola
Diet, low sodium, no
caffeine

RON CAMERON
Anything Don Williams
hasn't drunk

DON WILLIAMS
Anything Ron Cameron
won't drink

BRAD WILSON
NV Vinegar

JAN NIECHWIEDOWICZ
'83 Louis Roederer
Cristal: Flashy,
overpriced, yet has
good taste

DAVE MCCRUMB
Hemlock, but only
on the rocks

JAY SHUFELDT
'88 La Vieille Ferme
Cotes du Ventoux
Best quality red
for the lowest price

JOHN CAIN
'81 Hardy's Old Castle
Riesling
Great for a barbie

ANDREW ENGLAND
NV Welch's Grape Juice
For the pure at heart

ERIK ADENSTEDT
'55 Gumpoldkirchner
Rotgipfler
With a straw, please

JACQUES-HENRI STRAUSS
Clos de L'Oratoire des
Papes
By the cask only

DAVID HOOD
Lemonade
Freshly squeezed, with
pips

JOHN HOOD
Lemonade
Tickled, not squeezed,
with 3 olives & lots
of gin on the side

CAL WHITE
Moosehead Beer

BOB ODEAR
Pink Lemonade

/36/

BASKETBALL DIP:

A VARIANT

FOR DIPCON XXIII

Take 2 computer generated maps using hemispheric projections with a fixed point of your choice. I used Chapel Hill, NC, and Helsinki, Finland as examples.

Glue the 2 maps on opposite sides of the basketball.

Toss it around for a while and see who gets bored first. They lose.

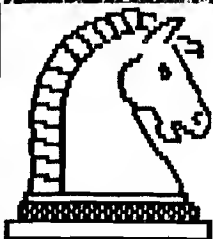


Arkansas blast catches Heels at ground zero

Tar Heels Take Care of No. 1

■ Midwest Regional: North Carolina stuns Oklahoma, 79-77, to reach Sweet 16 for 10th season in a row.

N. Carolina, Fox surprise No. 1 Sooners



PEERISTROIKA

Felicitations! --- I'm Lady Fortuna, the proverbial black cat that haunts every DIPCON, bringing good luck to some and bad luck to others. I appear in many guises: a miswritten order in a critical game season, an unlucky country assignment in the final round, a promised alliance that goes astray, a scoring system that deprives me of the win that was mine, etc. etc. You never know when, where, or whom I'm going to strike...but strike I will.

You can do everything Peery tells you to in this issue and still lose. If you're one of those unlucky ones that he's chosen for the top board; you can kiss it good by. You'll be lucky to get an invitation from Elmer Hinton to play in his next postal Dip game.

You may think you're good. You may know you're good. And you might even be good. But it won't matter, because I'm going to mess up your best laid plans. After all, next to mice, men are my favorite toys.

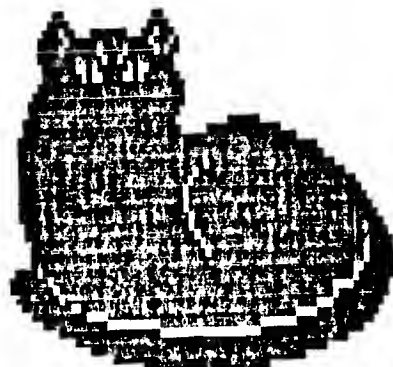
But if I turn my dark green eyes on you, and my whiskers point in your direction, and my tail begins to move slowly toward you --- and a purr that would send ripples up Garfield's spine tickles your ear; then you know that Lady Fortuna is smiling on you and --- no matter what stupid moves you make, what risks you take, or how many times you challenge the gods of Diplomacy --- victory will be yours.

However, I must tell you that I haven't yet made up my mind. There are an awful lot of players about this year who have caught my eye. I might go with one of the favorites, just to confound those who say favorites never win; or I might go for a novice, that always upsets people; or I might even share my favors with a woman. It's time another Lady won a DIPCON.

There's nothing you can do to influence me, of course. Oh, it wouldn't hurt to put out a bowl of milk under the game table for me, in case I decide to drop by for a visit. If you save a morsel or two for me during the BBQ (please, no sauce...I have a delicate stomach), I may partake. But above all, mind your manners. Diplomacy is a game for civilized people. No loud noises, no uncouth behaviour, and no smoking in the game rooms. Oh yes, remember, I am a fastidious cat, and anyone who thinks they can win my favors by going for four days without a shower.... well, I'd turn up my nose at such a slob.

So, have a go and give it your best, but don't expect a miracle. On the other hand, if you happen to come across a cat during the Con, and you pause, give it a gentle stroke, and wait patiently for it to cross your path; and she turns, surveys you through those eyes of emerald --- you'll know.

Lady Fortuna has smiled on you.



DIPLOMATIC TECHNOSTRESS: THE DIPLOMAT'S NIGHTMARE

Larry Peery

The symptoms include tension, paranoia, overstimulation, anticipatory disaffiliation, psychosomatic headaches, fatigue, sagging libido, psychic numbing, low self-esteem and high anxiety.

What is the ailment?

"Diplomatic Technostress," says Philip T. Nicholson, a Boston medical writer and seasoned watcher of Life in the Information Cyclone. He defines Diplomatic Technostress, or DTS as it is commonly known, as a contemporary disease caused by the pressures of living in a high-tech Diplomacy world.

This can lead to panic, alienation and a sense of hopelessness," says Nicholson, who is organizing a Diplomatic Technostress Information Network to coordinate research on the subject.

As our Diplomacy lives become relentlessly computerized (President Bush's recent quip about a nation where every citizen would be able to set the clock on his VCR indicates that DTS has struck the White House), and as we flounder in tides of information and electronic images and call-waiting buttons and laser printers and fax machines, we may experience not only headaches and back pains, but a range of contradictory psychological changes, such as sharp impatience with any process that takes more than a few seconds, or the inability to make decisions.

Considering that rapid technological change is expected to whiz us right into the 21st Century, Nicholson is convinced that studying the prospects for humankind in a nanosecond-paced Diplomacy world is a necessity.

What I'm doing is looking at the evolving aspects of the communications revolution," he says. "Somebody needs to be designing a Diplomatic technostress first-aid kit for the future --- thinking about the glue that will hold the hobby together."

Nicholson sees his role as sounding the alarm, but he is not alone. Although Diplomatic Technostress has not been officially recognized in the medical establishment (a spokesman for the American Psychiatric Assn. did acknowledge a concern over growing symptoms of mechanization and dehumanization in the Diplomacy hobby worldwide), it is attracting researchers from all disciplines. Studies on the effects of computerization on humans can be weighed by the ton.

Craig Brod, a Silicon Valley psychotherapist who coined the phrase in his 1984 boo "DIPLOMATIC TECHNOSTRESS," agrees with Nicholson that we are producing a technological hobby society that is leaving us tuned into machines but starved for personal contact.

In clinical interviews, Brod noticed similar patterns in patients who used high technology in their Diplomacy activities; whether they were players, gamemasters publishers, custodians or project workers; and regardless of whether they were involved in the postal, computer, play by electronic mail, variant or international hobbies. Hobby old-timers and novices alike share the same symptoms. Not only were they suffering such stress symptoms as headaches, but they also were internalizing the computer process itself, developing such behavioural symptoms as a sense of accelerated time, a desire for perfection, and difficulty in relating lovingly to others.

"With a typewriter there were time and motion interruptions when you tore up a piece of paper or hit the carriage return --- there were all kinds of separation between you and the machine. In those days hobbyists burned out for sure, but we could usually blame it on personal problems, or problems with the game or hobby," says Brod. "Then comes this wonderful technology that alters time. You can work on a hobby project for hours --- doing the same thing you do at your job --- being almost motionless, and basically you are hooked into this machine."

The key, he thinks, is that Diplomatic high-tech environments create their own kind of stress --- the stress for perfection --- and when life falls short of that, Diplomatic Technostress victims react with "a lot of anger and hostility."

What alarms Brod is the disappearance of a "human sense of time" on a widespread hobby scale as our group becomes increasingly computerized. He sees symptoms everywhere. For example:

* We used to get money by standing in line at the bank and exchanging greetings with the teller. Now we withdraw money from a self-service automated teller, and it takes more than 60 seconds we get impatient, or if the ATM happens to be out of envelopes or shut down for reloading we change banks.

* At the market, we shuffle past a checkout clerk who is frantically running groceries over a computer scanner. Clerks now handle two and three times as many people in their lines as they used to, so they can't afford to stop and say "hello."

* On the telephone we used to give the number to an operator, and sometimes ask for help in finding a number. Now the telephone is so automated that machines answer when the phone rings.

* Many offices are so computerized that even people sitting next to each other converse by electronic messages. The office water cooler conversation is history. Today the office copy machine, which no one knows how to operate, is the center of office gossip.

* Hobbyists watch in amazement as Melinda Holley fills Diplomacy game after game, and the BNC and Orphan Games Custodians have nightmares about the day when her system collapses.

* Eric Klein has started scores of new PBEM Diplomacy games, but I wonder how many of these players have really become a part of the Diplomacy hobby?

In every direction, "we are producing this automated hobby society not meeting our needs for personal contact, for a human sense of time," says Brod. "I even have Diplomats who ask me how much time they should spend with their families."

Brod foresees an eventual revolt if Diplomatic Technostress is not addressed because "we are automating the human element out of our hobby."

Other experts see the Diplomatic Technostress problem through a different lens.

At USC, Ann Majchrzak, an organizational psychologist, says Diplomacy hobby stress isn't caused by high technology itself but by the way hobbyists handle it.

"My research shows a critical correlation between the amount of time you give hobbyists to prepare for the new technology and their acceptance of it," says Majchrzak. "I talked to one hobbyist who had progressed over a twenty-five year period from manual to electric to electronic typewriters; and then on to word processors and computers; and who prayed for the day of The Big Brown Out --- so he could go back to the manual."

"That new software package comes in the door with only the manual --- and often not even that if it is a pirated copy --- and Diplomatic Technostress happens when you get hobbyists who do training once, and then try to adapt the new software to their hobby activities. Many hobbyist computer users report learning as many as 20 new software programs in the last two or three years.

"We're in the midst of a hardware revolution and a software revolution," she says, "and the combination of the two is very challenging. Diplomats, especially publishers and custodians, are going to participate in the change or fall by the wayside, and they need hobby support."

The most successful hobbyists today devote up to 10% of their time to ongoing high-tech training, which means that hobbyists are spending a lot of time learning something new.

"That means you are not in a stable hobby environment, and I think that is the case for almost everybody today," she said. I don't think it is an accident that the hobby's two oldest surviving publishers-gamemasters, John Boardman and Herb Barents, still use exactly the same technology they did when they entered the hobby; and we're having to drag number three, Larry Peery, kicking and screaming into the high-tech age.

Many hobbyists find that the workplace computer keeps its user in a state of change, the house computer tends to reinforce a household's existing family pattern, whether healthy or dysfunctional.

"When a computer comes into a home, it does have impact and the impact is a shift in how people use their time," said Nicholas Vitalari of UC Irvine, who studies information systems and the social impact of computer technology.

"A worker deals with a computer at work. A household head uses a computer at home to help with his or her household chores. A hobbyist uses a computer to help with his hobby work. It's just too much work and not enough play."

With fellow UCI management professor Alladi Venkatesh, he conducted the NOAH (National Outlook for Automation in the Home) project for the National Science Foundation. The two-year study, the first of its kind, tracked personal computer use in 900 U.S. homes.

Like many researchers, the two were intrigued by the technological explosion of the 1980s which saw computer households grow from 1 million in 1980 to nearly 35 million in 1990 (out of 90 million U.S. households). The same kind of changes can be noted in the Diplomacy hobby.

"When we did pilot studies, it became very clear that buying a computer is very different from buying a toaster. You know what a toaster does," says Vitalari.

At home, the computer's role waits to be defined. What researchers found is that "people didn't really know what they wanted. Early on they thought they could do their home finances, balance their checkbook, keep records, that sort of thing.

"That turned out to be unrealistic, in most cases. Primarily, the computer is used by children to do homework and by adults to extend their workweek by doing work at home," he says.

In Diplomacy, the computer has had a major impact on some aspects of the game and hobby. The computer version of the game was a dud, and that hurt. But other hobbyists have adapted the computer to help them with their game adjudications, correspondence, word processing, magazine production, mailing lists, and more. And, of course, the combination of computer and modem has been a boon to the play by electronic mail hobby.

Research has revealed that as the computer ate into an adult's leisure hours, trade-offs had to occur. "Usually it meant less time sleeping and less time spent watching television. In some cases it meant less time for Diplomacy. These were statistically significant," says Vitalari.

And, although their study showed that most people were happy, not stressed, with their home computers," he said, "you do run across interesting situations that are cause for concern."

These are the homes where using a computer becomes a way to act out dysfunctional relationships, he said, such as a husband making his wife a computer widow, or a Diplomacy Widow wife using a computer to get back at her husband. He has Diplomacy and she has the computer.

The high-tech relationship achievable between an individual and a machine spurred Philip Nicholson to organize his Diplomatic Technostress Information Network.

"It's not that hobbyists want to bail out; it's the intoxication with technology that is unsettling," he said.

Nicholson, 45, has an interdisciplinary degree from Stanford University in law and psychiatry and a master's degree from Harvard in public health. His Diplomacy ties go back to the GRI days; when Diplomacy was produced by a small Boston company. He has been "intoxicated" with technology since he bought his first word processor in 1978.

"It was a great big clunky beige-and-black Lanier and it cost \$14,000," he recalls. "I tripled my output of medical writing and paid back the investment in six months."

Five years later, the microcomputer boom washed over everything and Nicholson got interested in the future of humans faced with an accelerating rate of high-tech speed and information.

"I was fascinated by the technology, but also feeling the psychological consequences, he said. "I had the best education money can buy, and a nice family, but I still felt like I was just hanging on the edge, and all my friends were feeling the same way."

When Nicholson began to compile Diplomacy Technostress research, he realized that he was not alone in his feelings. Diplomatic Technostress was an unidentified epidemic. He devised a chart of symptoms, including a "Diplomat's Spiral of Ascending Anxiety," that he uses for the lectures he hopes will spread the word.

So far, Nicholson hasn't made much impact.

"People are not swarming to this subject," he says. When he addressed the World Future Society last summer on "Conservation of the Self in a High-Tech Environment," he found the lack of interest disappointing.

He also thinks Diplomatic Technostress research could be of interest to the computer industry, gaming and simulations developers, human factor specialists, psychologists, psychiatrists, sociologists and "anybody else interested in behavioural sciences."

In Silicon Valley, Brod agrees. "I think Diplomats need a place to think about this whole question of speeded-up life. I want a broader discussion of this. It's a contemporary disease and it needs to be acknowledged."

In the meantime, Brod offers this self-help prescription:

* Don't blame the victim. And if you are a sufferer of Diplomatic Technostress don't blame yourself.

* Analyze the symptoms. Look at your hobby environment, the way things are arranged. Ask questions about how much Diplomacy people really can take, about the best human flow of communication.

* Ask yourself questions about how you are spending your time.

If we use high-tech to help us in our hobby --- we win. If we let high tech use us in our hobby --- we lose.



I don't know how well this foto will copy so I better explain it to you. On the right, cowering, is the winner of the cat show. On the left, demolishing the winner's ribbons, is the cat that came in second in the show. Put your favorite Dipper's faces on the cats and you've got a perfect post-DIPCON scene.

DIPLOMACY BOARD EVALUATION

John Dennett
from VIENNA #67, April 1990

Much has been written about the strategy of Diplomacy, but hardly anything about the playing board itself. The inventor envisaged a simplified map with minor changes to improve the playability, but players soon realized that all the spaces were not equal. Certain provinces became potential areas of critical importance. Reviewing the rules gives us no help, as they only state the physical appearance and describe the functions of unit movements on those spaces; no reference to space valuation. It would be easy to measure the value of each choice, if the playing area was uniform, but the Diplomacy board is not uniform and particular spaces have differing characteristics. It is proposed to sort each space according to its flexibility with an arbitrary figure, so that some sort of totting up procedure may guide strategic planning. Whether this data will be of use is mere conjecture!

There are three main types of spaces on the board: (i.e.) home supply centers (HSCs), neutral supply centers (NSCs) and others. Because the object of the game is to control 18 supply centers these must form the basis of any valuation. HSCs have more worth than NSCs, because of the ability to build, or prevent another player from building; so a nominal value of 1 (or 1.0) is suggested for each NSC and as an added value for the HSCs. There are three categories of HSCs:

1. Where only armies may be built;
2. As above, but with the added choice of building a fleet;
3. St. Petersburg, which is unique as it has the choice of coastlines for the fleet build.

Although HSCs are of approximately the same value as NSCs, the extra flexibility is minimal and a suggested additional one tenth (or 0.1) for each extra item. See Table A.

TABLE A: Basic Value of a Neutral Supply Center..... 1.0

Basic Values of Home Supply Centers

Group 1: Paris, Warsaw, Moscow, Vienna, Budapest, and Munich (armies only).....	1.1
Group 2: Edinburgh, London, Liverpool, Venice, Rome, Naples, Marseilles, Ankara, Constantinople, Smyrna, Kiel, Berlin, Trieste, Brest, and Sevastapol (fleets option).....	1.2
Group 3: St. Petersburg (fleet option with coastal choice).....	1.3

Provinces and seas serve only to extend the playing area between supply centers and their value is their use to threaten, defend supply centers or to retreat. Because this value is far less than supply centers, a nominal one tenth (or 0.1) is given for each space. The true value of any space on the board is the total value of all the spaces adjacent to it, plus itself. For example, Paris has Brest, Picardy, Burgundy and Gascony next to it. The total value of Paris is the sum total of all those spaces, including Paris, at the basic valuation, thus:

Paris	(basic value)	=	1.1
Brest*	" "	=	1.1
Picardy	" "	=	.1
Burgundy	" "	=	.1
Gascony	" "	=	.1

Total value of Paris = 2.5

*Brest is normally valued at 1.2, but viewed from Paris, it can only be reached by an army, so in this particular instance, it is valued at 1.1.

See Table B for a complete list of HSCs valuations.

The valuation is not intended to be accurate, merely a guide to decision making, when evaluating one space from another. When assessing options open to players, a glance at the Tables should show the advantages. Experienced players may have no need of such a guide, but how many remember their early days with judgment somewhat feeble, compared with their superior knowledge won over countless battles.

TABLE B: Home Supply Center Valuation by Unit

B Home Supply Centre Valuation by Unit

HSC	Unit	Basic Value	Adjacent Space Value			Total Value	HSC	Unit	Basic Value	Adjacent Space Value			Total Value
			SCs	Province	Seas					SCs	Province	Seas	
Vie	Army	1.1	2.2	0.3	-	3.6	Rom	Army	1.1	2.2	0.2	-	3.5
	Army	1.1	4.2	0.1	-	5.4		Fleet	1.2	1.2	0.1	0.1	2.6
Tri	Army	1.1	4.3	0.2	-	5.6	Ven	Army	1.1	2.2	0.4	-	3.7
	Fleet	1.2	1.2	0.1	0.1	2.6		Fleet	1.2	1.2	0.1	0.1	2.6
Lon	Army	1.1	-	0.2	-	1.3	Nap	Army	1.1	1.1	0.1	-	2.3
	Fleet	1.2	-	0.2	0.2	1.6		Fleet	1.2	1.2	0.1	0.2	2.7
Edi	Army	1.1	1.1	0.2	-	2.4	StP	Army	1.1	2.1	0.2	-	3.4
	Fleet	1.2	-	0.2	0.2	1.6		F(ac)	1.3	-	0.2	0.1	1.4
Lpl	Army	1.1	1.1	0.3	-	2.5	Hos	F(ac)	1.3	1.0	-	0.1	2.4
	Fleet	1.2	-	0.2	0.2	1.6		Army	1.1	3.3	0.2	-	4.6
Par	Army	1.1	1.1	0.3	-	2.5	Ger	Army	1.1	1.1	0.3	-	2.7
	Army	1.1	1.1	0.2	-	2.4		Army	1.1	2.1	0.2	-	3.4
Bre	Fleet	1.2	-	0.2	0.2	1.6	Sov	Fleet	1.2	1.0	0.1	0.1	2.4
	Army	1.1	1.0	0.3	-	2.4		Army	1.1	2.2	0.1	-	3.4
Mar	Fleet	1.2	1.0	0.1	0.1	2.4	Auk	Fleet	1.2	1.2	0.1	0.1	2.6
	Army	1.1	2.2	0.2	-	3.5		Con	Army	1.1	3.2	-	-
Ber	Fleet	1.2	1.2	0.2	0.1	2.7	Fleet		1.2	3.4	-	0.2	4.8
	Army	1.1	4.2	0.1	-	5.4	Sey	Army	1.1	2.2	0.2	-	3.5
Kie	Fleet	1.2	3.2	-	0.2	4.6		Fleet	1.2	1.2	0.1	0.2	2.7
Man	Army	1.1	2.2	0.5	-	3.8							

Whether an Italian player should build an army or a fleet in Rome; should a fleet be built on the North or South coast of St.Petersburg; or should any choice be taken without considering all of the space values? This multiple selection of possible moves becomes even more apparent when submitting the full set of instructions to the Game-master. For example, can there be many players that have not wished their retreat orders been thoroughly thought through? When submitting orders to your Gamemaster, all your options (i.e. moves, retreats, builds, removals, provisional builds and provisional retreats) should be considered. Pressure at home, work or college frequently makes these orders less than careful, with disappointing adjudication results. How often does one see units unordered or no retreats ordered, so more care, please!

The value of sea spaces should be measured in a similar way to the provinces. An example is the North Sea, showing an option of six supply centers and five other spaces. This is the most potentially advantageous spot on the board. Using the basic values of the six supply centers and adding the arbitrary one-tenth (or 0.1) value for the other spaces, a total value for the North Sea is as follows:

North Sea	(basic value)	0.1
Edinburgh	" "	1.2
London	" "	1.2
Belgium	" "	1.0
Holland	" "	1.0
Denmark	" "	1.0
Norway	" "	1.0
Yorkshire	" "	.1
Norwegian Sea	" "	.1
Skaggarak	" "	.1
Helgoland Bight	" "	.1
Channel	" "	.1
Total value of North Sea		7.0

A glance at Table C shows that the North Sea value is more than double that of most of the other seas, and second place goes to the Black Sea --- the reason why so much correspondence flows between Russia and Turkey even before the game start.

TABLE C: Seas Valuations

Seas	Basic Value	Adjacent Space Value			Total Value
		SCs	Province	Seas	
NTH	0.1	6.4	0.1	0.4	7.0
BLA	0.1	5.6	0.1	-	5.8
BAL	0.1	4.4	0.2	0.1	4.8
AEG	0.1	0.1	4.4	-	4.7
EC	0.1	3.4	0.2	0.3	4.0
ION	0.1	3.2	0.2	0.4	3.9
MAO	0.1	3.2	0.2	0.4	3.9
TYR	0.1	3.4	0.1	0.3	3.9
HB	0.1	3.2	-	0.1	3.4
SKA	0.1	3.0	-	0.1	3.2
ADR	0.1	2.4	0.2	0.1	2.8
GOB	0.1	2.3	0.2	0.1	2.7
GOL	0.1	2.2	0.2	0.2	2.7
NWG	0.1	2.2	0.1	0.3	2.7
WMS	0.1	2.0	0.1	0.3	2.5
BAR	0.1	2.3	-	0.1	2.4
IRI	0.1	1.2	0.1	0.3	1.7
NAO	0.1	1.2	0.1	0.3	1.7
EMS	0.1	1.2	0.1	0.1	1.5

The next step would be to collate country total values. These should include all those provinces that are political, geographical and traditional to that particular country. The test of whether these provinces should belong to a given power is: (a) Do they fall within the colored portions of the board; and (b) Would the crossing of the

"border" appear to be an invasion. Only Albania and North Africa are the two provinces that do not fall into "country totals."

The values can be assessed to mean the amount of vulnerability, with the higher figure rated as being the most exposed; whereas the lower figure is the easiest to defend. See Table D for a list of countries with their respective provinces.

Knowing space valuations may help to determine individual country preference lists before the gamestart, and possibly influence moves when the game is under way. Control of highly valued sensitive areas frequently determine events even more than actual ownership of supply centers towards the end game and most particularly when approaching the various stalemate lines. Most games develop into at least two alliances, usually East and West, with the wicked witches falling into separate camps. These nautical nations score the lowest points, because they are the easiest to defend and generally reflects the idea of the game for players to move toward the center, with the Central Powers being everyone else's natural target.

TABLE D: Total Valuation of Countries

								Country Total
AUSTRIA	VIE	BUD	TRI	TYR	BOH	GAL		
	3.6	5.4	5.6	4.9	2.6	4.7		26.8
ENGLAND	LON	EDI	LPL	CLY	YOR	WAL		
	1.6	1.6	2.5	2.5	3.8	2.7		14.7
FRANCE	PAR	BRE	MAR	PIC	BUR	GAS		
	2.5	1.6	2.4	3.6	4.7	4.7		19.5
GERMANY	BER	KIE	MUN	PRU	SIL	RUH		
	3.5	4.6	3.8	2.6	3.7	4.5		22.7
ITALY	ROM	VEN	NAP	APU	TUS	PIE		
	3.5	3.7	2.7	3.6	2.6	2.6		18.7
RUSSIA	STP	MOS	WAR	SEV	FIN	LVN	UKR	
	3.8	4.6	2.7	3.3	3.5	3.9	4.6	26.6
TURKEY	ANK	CON	SMY	ARM	SYR			
	2.6	4.3	3.5	3.6	1.5			15.5

In conclusion, Table A shows the flexibility. Table B, however, shows the higher valued spaces as the most vulnerable; but note the relatively high values of Kiel and Constantinople, for they score for either fleet or army. On the other hand, London and St. Petersburg (south coast) must rate the safest HSCs in the early game. Table C shows seas which must be controlled if you want to win, especially the nautical powers; also these highly valued seas are the areas where breakthrough the stalemate lines can be expected. The last Table should be seen in the light of the provinces as part of the country totals. Their significance is either the "springboard" of attack by a predator, or the chink in one's armour. Top of the league here is the Tyrol, but note the duo of Burgundy and Gascony for the French. Turkey's provinces are the safest on the board, even more so than wicked England's. So, did Allan B. Calhamer get the board right? It seems that all the fringe players (i.e. England, Turkey, Italy, and France) certainly do better than the Central Powers. If that was his aim; then he did get it right! Apart from Russia, which is always a special case, Austria and Germany are the most vulnerable and those who play these countries and win, must be considered true Diplomats.



1989 AM
HOOSIER ARCHIVES DEMO GAME #10

1904
"ANIMAL FARM REVISITED"

SPRING 1904

ENGLAND AND GERMANS CONTINUE TO WORK TOGETHER...
TURKS FLY BEFORE ITALIANS AND RUSSIANS...
IS THIS THE END OF THE BEGINNING?

ENGLAND (Edi Birsan): Fleet Portugal Supports GERMAN Fleet Brest-Mid Atlantic; Fleet Edinburgh-Norwegian Sea; Fleet Liverpool-Irish Sea; Army London-Yorkshire; Fleet North Sea-Norway; Army Norway-Finland.
FRANCE (Melinda Holley): Army Marseilles-Piedmont; Fleet North Atlantic-Irish Sea.
GERMANY (Steve Heinowski): Fleet Kiel-Baltic Sea; Army Berlin-Silesia; Army Munich-Bohemia; Army Burgundy-Munich; Army Paris-Gascony; Army Picardy-Burgundy; Army Belgium-Ruhr; Fleet Brest-Mid Atlantic.
ITALY (Steve Cooley): Army Venice-Piedmont; Army Trieste-Tyrolia; Army Serbia-Rumania; Army Bulgaria Support Army Serbia-Rumania; Army Budapest Support Army Serbia-Rumania; Fleet Greece Supports Army Bulgaria; Fleet Ionian-Aegean; Fleet East Mediterranean-Supports Fleet Ionian-Aegean; Fleet Naples-Tyrrhenian; Fleet Rome-Tuscany.
RUSSIA (Francois Guerrier): Fleet St.Petersburg (north coast)-Norway; Army Warsaw-Ukraine; Army Moscow Supports Army Warsaw-Ukraine.
TURKEY (David Hood): Army Sevastapol-Armenia; Army Armenia-Smyrna; Fleet Aegean-Constantinople; Army Rumania-Bulgaria (dislodged; ret Galicia, Sevastapol, or OTB); Fleet Black Sea Supports Army Rumania-Bulgaria.

FALL 1904

ENGLISH SAIL INTO SPAIN AND THE BARENTS,
FRANCE GOES DOWN THE TUBES, ITALIAN DRIVE STALLS
GERMANS COMPLETE CONQUEST OF FRANCE,

ENGLAND (Edi Birsan): Army Yorkshire-Norway; Fleet North Sea Convoys Army Yorkshire-Norway; Fleet Portugal-Spain (south coast); Fleet Liverpool-North Atlantic; Fleet Norwegian Sea-Barents Sea; Army Finland Supports Army Yorkshire-Norway.
FRANCE (Melinda Holley): Army Marseilles-Spain (dislodged; ret Piedmont, OTB); Fleet North Atlantic-Clyde.
GERMANY (Steve Heinowski): Fleet Baltic Sea-Gulf of Bothnia; Army Silesia-Warsaw; Army Munich-Tyrolia; Army Bohemia Support Army Munich-Tyrolia; Army Burgundy-Marseilles; Army Gascony Supports Army Burgundy-Marseilles; Fleet Mid Atlantic Supports ENGLISH Fleet Portugal-Spain (south coast); Army Ruhr-Munich.
ITALY (Steve Cooley): Army Venice Supports Army Tyrolia; Army Tyrolia bids adieu to the silly French (holds); Army Rumania Supports RUSSIAN Army Moscow-Sevastapol; Army Bulgaria Supports Fleet Aegean-Constantinople; Army Budapest Supports Army Rumania; Fleet Greece Supports Army Bulgaria; Fleet Aegean-Constantinople; Fleet East Mediterranean-Smyrna; Fleet Tyrrhenian-West Mediterranean; Fleet Tuscany-Gulf of Lyon.
RUSSIA (Francois Guerrier): Fleet St.Petersburg (north coast) Holds; Army Moscow-Sevastapol; Army Ukraine-Warsaw.
TURKEY (David Hood): Army Armenia Supports Army Smyrna; Fleet Black Sea Supports Fleet Constantinople; Fleet Constantinople Supports Army Smyrna; Army Smyrna Supports Fleet Constantinople; Army Galicia-Vienna.

WINTER 1903

AND THEN THERE WERE FIVE...

THREE GET BUILDS, ONE CONSTANT, ONE DOWN ONE

ENGLAND (Edi Birsan): Home, Norway, Sweden, Portugal, SPAIN; 6/7; Builds Fleet Liverpool
Has: Armies: Finland, Norway; Fleets: Liverpool, North, Spain (south coast), Barent
North Atlantic.

FRANCE (Melinda Holley): ~~Marseilles, Spain~~; 2/0; OUT! NMR! GM retreats Army Marseilles
OTB; GM removes Fleet Clyde.

GERMANY (Steve Heinowski): Home, Holland, Denmark, Belgium, Paris, Brest, MARSEILLES;
8/9/ Builds Army Berlin. Has: Armies: Silesia, Munich, Bohemia, Marseilles, Gascony
Ruhr, Berlin; Fleets: Mid Atlantic, Gulf of Bothnia.

ITALY (Steve Cooley): Home, Tunis, Trieste, ~~Vienna~~, Serbia, Budapest, Bulgaria, Greece,
Rumania; 10/10; Constant. Has: Armies: Budapest, Rumania, Bulgaria, Tyrolia;
Venice; Fleets: East Mediterranean, Aegean, Greece, Gulf of Lyon, West Mediterranean

RUSSIA (Francois Cuerrier): Moscow, Warsaw, St.Petersburg, SEVASTAPOL; 3/4; NBR! Plays o
short. Has: Armies Ukraine, Sevastapol; Fleet: St.Petersburg (north coast).

TURKEY (David Hood): Home, ~~Rumania, Sevastapol~~, VIENNA; 5/4; Removes Army Armenia.
Has: Armies: Smyrna, Vienna; Fleets: Black Sea, Constantinople.

COMMENTARY: 1904

Eric Verheiden

The major questions to be answered as of the end of 1903 were:

- Which way would Germany go: Russia or Italy? Answer: A little of bot
(and not too effectively in either direction).
- What would Russia do: oppose or ally with Italy? Answer: Apparently puppe
for Italy (although Russia did pick up Sevastapol out of the deal).
- How long would France last? Answer: Just through '04, although Englan
was further slowed in the process.

Country by country:

England (Birsan): Finally eliminated his persistent French problem, but it cos
him valuable momentum in building up the Mediterranean front. It was a bit surprisin
that Germany was so willing to let England build another army (in Winter 1903). I
will be only moderately useful in augmenting the Russian front, but could be very usefu
in a later "Plan B" attack on an overextended Germany.

Plans for '05 should include a gradual procession towards the Mediterranean an
the final elimination of the Russian northern fleet.

France (Holley): Played out her position rather effectively overall, exactin
maximum damage on England by tying up English units in defense of the homeland. Kudo
for rarely seen effective "revenge" play in a hopeless position.

Germany (Heinowski): The half-hearted attacks on both Italy and Russia were ineffect
overall. Concentration on a single objective (probably Russia) might have produce
quicker results (a move to Prussia and Silesia along with a convoy to Livonia looke
attractive to me).

In 1905, further (if slow) pressure can be applied to Warsaw, the next likel
target. This may be partially countered with redeployment of some Italian units north
however Turkey's choice of removal (Army Armenia) maximizes the difficulties Ital

faces. The Turkish raider in Vienna can be helpful in cutting supports or otherwise distracting Italy, much like the French raider in the North Atlantic.

Italy (Cooley): The Italian position is balancing on a knife's edge at the moment. Plusses: picking up Russian support, indirect French support (distracting England) and general German indecision. Minuses: bad guess on Vienna, inexorable buildup of opposing English and German forces.

In 1905, Italy may be able to crunch a couple of Turkish centers with maximum Russian cooperation. Backing up the central front (Warsaw, Galicia) is considerably more difficult and amounts to a complicated guessing game. Italy could pretty much solve his problems by re-allying with Turkey to force a 4-5 way draw. However there is significant danger in such an arrangement since Turkey is left with forces at the rear with nothing much to do but unilaterally revising the arrangement. Potentially, Italy could be revised right out of existence (I've seen it done). Diplomatic tacks include the "let's you and him fight" approach apparently being pursued, along with a try at getting the west to settle for a three-way draw. I've never seen Birsan much interested in draws (especially large ones) though.

Russia (Guerrier): Holding on by his fingers. Getting Sevastapol back was a minor coup (even though undefended) and the rather indifferent German attack (other than on St.Petersburg) was also helpful.

Although a bit difficult to swallow, I think his best tack in 1905 is to gradually pull back from the Russian homeland into the Turkish homeland (the removal of Turkish Army Armenia opens an entrance). This may be the only way to crunch Turkey before the western front collapses, and it leaves Guerrier with a relatively defensible position (assuming he holds on to Sevastapol). The Russian position would have been better with an army in St.Petersburg rather than the useless Fleet St.Petersburg (north coast), but I've mentioned that one before...

Turkey (Hood): Apparently relegated to a role as the spoiler in the east, he is doing about as well as he can to delay Italy until the western calvary shows up. The move to Vienna was obviously a good guess and it may prevent the loss of more than one home center (Smyrna) in 1905.

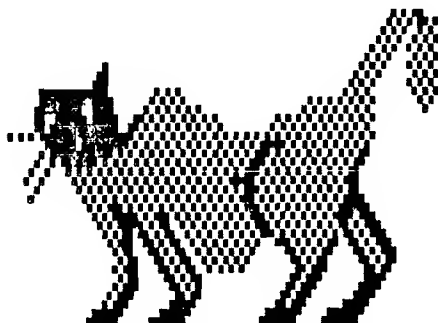
The best Turkish approach is undoubtedly a two-pronged one. On the diplomatic front, emphasize a willingness to join against the common foe with Italy if left with modest holdings (say, home plus Bulgaria). Meanwhile, play the spoiler by cooperating with Germany until the diplomacy is successful. The thing is, playing an effective spoiler will likely result in a two-way draw or win for one of the western allies. So winning is really losing in this instance. On the other hand, once left unmolested in the rear with Italy deployed to the front, there is little to prevent some modest (or even immodest) expansion at the expense of Russia and Italy, possibly leading (in the best instance) to a three-way English-German-Turkish draw.

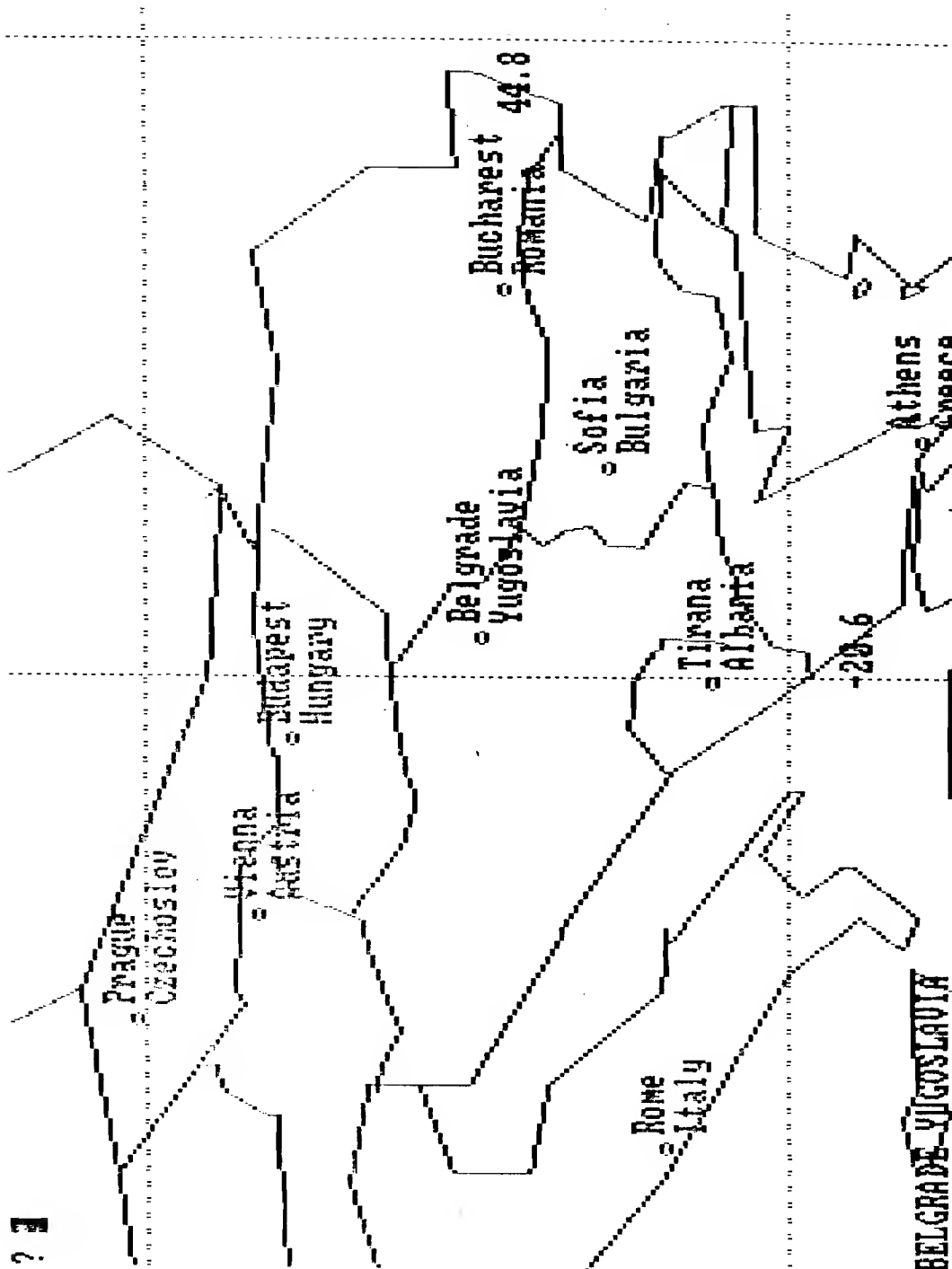
The next year or two should pretty much resolve the remaining diplomatic options until the end game. It should be interesting to watch.

Well, that's all folks!

It's too bad Francois chickened out of coming to this year's DIPCON. We would have had a lot to talk about. Course, I'm going to have a lot to talk about with Edi and David about that pact we made last year to divide the board among the three of us. I hope they've both got Blue Cross.

As for the Con --- we'll have to wait & see.





Computer map design graphic programs now offer the Diplomacy variant designer many opportunities for doing a lot of new and interesting things. Is anyone doing them?

5) Maintenance of the DC3/WD Network. Networking is critical to our future growth and development.

6) Accurate translation of the Rules of the game into all languages where the game is played.

7) Development of a resource pool for gamemasters, publishers and custodians on an international basis.

8) World DIPCON event charter & standardized definitions of international, national, regional and local events.

No one is saying WD should be the means for dictating or establishing these standards etc., but people are saying, loudly, that they want discussion and they want action; and they see WD as the logical vehicle for both. So, perhaps, we can agree that WD is a good venue for the discussion of these topics.

Certainly they should give us something to talk about for a while.

So, if you have thoughts on these topics, or others, send them along --- and please encourage others in your various national hobbies to do likewise.

Not everything in WD will be quite so heavy. We'll try to strike a balance between the heavy and light stuff, and cover topics of interest to many of you although, as always, we'll not hesitate to go where we think we should. Next time, for instance, we'll cover:

CROWNS FOR CONVOYS: A look at the convoy in Diplomacy, commemorating the 75th anniversary of Gallipoli and the 50th anniversary of D-Day.

THE SUNDSTROM PROJECT: Somebody actually dared to write a thesis on DIPLOMACY, and got away with it. We'll tell you about it.

WINNING NEGOTIATIONS: ACQUIRE is a popular game, a classic in its own right, but can Dippers learn from real estate wheelers and dealers?

OUR OUTLET IN DC: Betcha didn't know we had our own bookstore in Washington, D.C. We'll take you on a guided tour.

WAR GAMES AND WARGAMING - TWENTY-FIVE YEARS IN REVIEW: A look at the last twenty-five years of professional and amateur war games and wargaming.

No one Dippy zine can cover the entire worldwide hobby. Nobody knows that better than I. But, with luck, we may break the trail for others to follow. Who knows, in another 5 years we may once again find ourselves at the back of the pack.

For the moment WD's sub rates will be US\$15.00 per year in North America, US\$20.00 surface mail overseas, and US\$40.00 for airmail overseas. Selected trades are welcome. Staff members and contributors of feature materials to the zine will be compensated, probably in free issues of the zine or credits toward other pub purchases. There's no doubt in my mind that WD is going to lose money. I'm just going to try and keep it to a reasonable and manageable loss.

Starting a new zine is always a risky business --- ask anyone who has ever done it. But when you consider the magnitude of our venture our risk level approaches the astronomical. There is still much that needs to be done before our first issue appears this fall.

1) Staff: I need some staff volunteers, both on a geographic and subject matter basis.

2) I need some volunteer GMs, commentators, and players for a Demo Game or two. I have some, but I need more.

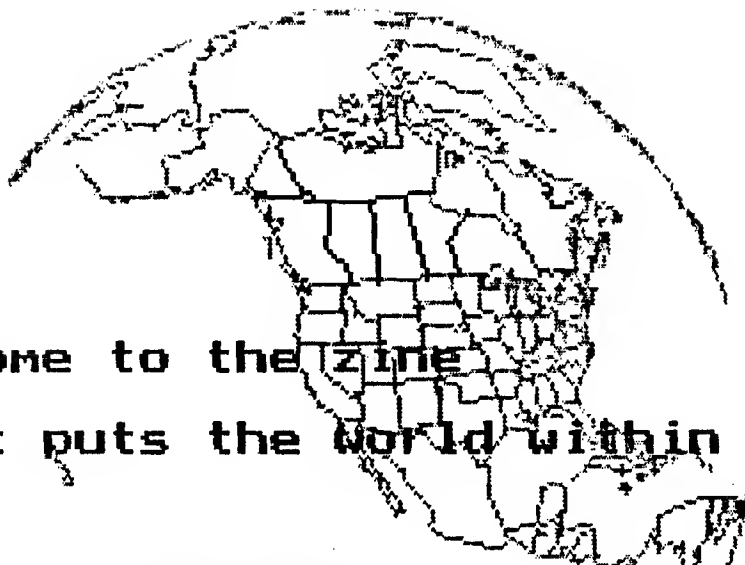
3) I need regular and occasional contributors to the zine's feature material file, as well as dependable news sources, review writers, etc. Consider the alternative if you don't contribute to the zine. 'nuff about that.

4) I need trading partners, especially with custodial and news material pubs. If you want to develop or expand your international hobby contacts than WD is for you.

5) Well, it would be nice to have a subber or two, just to justify the space I devote to quoting sub rates.

The bottom line (literally I think) is that if you have an interest in the international hobby you ought to be a part of the WORLD DIPLOMACY family.

Inquiries to: WORLD DIPLOMACY, Box 620399, San Diego, CA 92162, USA.



Welcome to the zine that puts the world within reach.

WORLD DIPLOMACY: PROGRESS REPORT.

A funny thing happened on the way to the printer with the first issue of WORLD DIPLOMACY --- the hobby took it away from me.

I knew, when I first conceived of the idea, what I wanted WORLD DIPLOMACY to be. That was simple. I wanted a magazine about DIPLOMACY for the entire worldwide DIPLOMACY hobby. That wasn't a particularly new idea --- Gary Goughlan's EUROPA EXPRESS had, in its own way, tried to do the same thing. But I want WORLD DIPLOMACY to be more than just a zine about the worldwide DIPLOMACY hobby --- I want it to be produced by the worldwide DIPLOMACY hobby. I want it to be more than just "for," I want it to be "by and of", as Lincoln said.

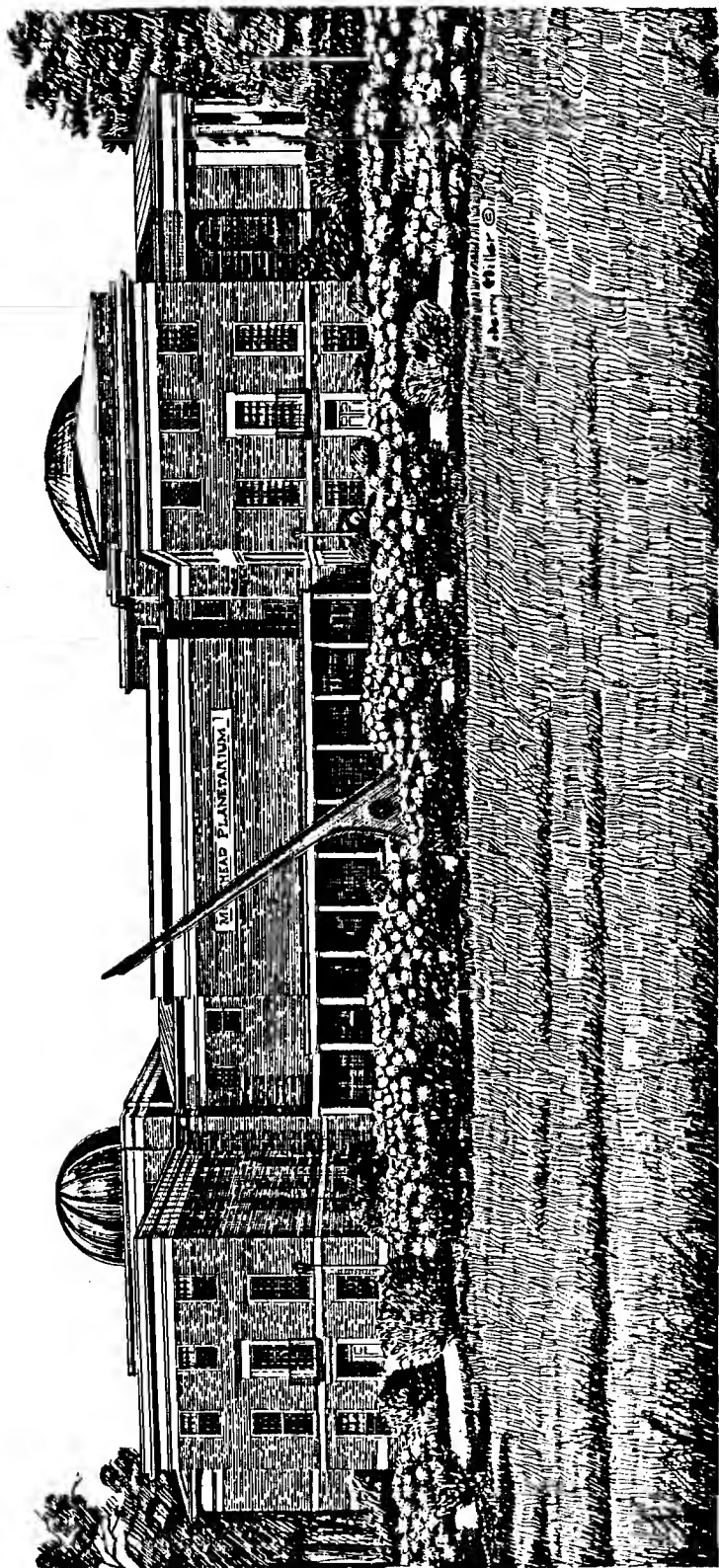
That much I knew. But I didn't know what I wanted to do with the zine.

I needn't have worried --- the hobby has told me what to do with it. Hobbyists from more than a dozen countries have written me with suggestions for topics for discussion and action in and by WORLD DIPLOMACY. Without me asking we have a mission, an agenda and, if you will, a mandate.

The international hobby has taken WORLD DIPLOMACY for its own and that is as it should be. Had I been brighter I would have seen the writing on the wall when I started the DC3 Network. That gave the international hobby a vehicle for sending and receiving news. WORLD DIPLOMACY goes a step beyond --- giving the hobby a vehicle for sending and receiving material of substantive importance. It is pretty obvious to me that the international DIPLOMACY hobby takes the game and the hobby far more seriously than the American hobby does. I'm not sure if that's good or bad. It's probably both.

Here are some of the topics for discussion that have been suggested. If you have other ideas send them along. If you've seen HOUSE OF LORDS, published by Dick & Julie Martin, you know what I have in mind. It's an open forum at this point.

- 1) Standardized Rules/Gameboard In All Editions & Languages.
- 2) Standardized definitions of "regular" and "variant" Diplomacy. The obvious differences are no problem, the subtle ones are.
- 3) Standardized Tournament Scoring Systems. Emphasis on the plural. No one system will serve all our needs in every case. However, we need to develop a common understanding concerning what scoring systems are and how they work and, if possible, a common definition of what terms like "best" mean.
- 4) Securing the Future of The Game. We need to make sure that an adequate supply of copies of the game is available on a worldwide basis. We also need to make sure that the game and hobby are promoted effectively.



MOREHEAD PLANETARIUM AT THE UNIVERSITY OF NORTH CAROLINA

DIPCON: A TWENTY YEAR RETROSPECTIVE

Larry Peery

A lot of people have been to more DIPCONS than I have, but only one participant at DIPCON XXIII, Edi Birsan, goes back further than I do. Edi made it to DIPCON III. My first DIPCON was IV. The changes in DIPCON over the past twenty years are superficial --- just like the changes in Edi (He's lost about 90% of his hair.) and me (I've added about 90 pounds.). Twenty years ago our event was held at the brand new University of California San Diego campus. Seventeen of those attending slept on the floor of my one bedroom apartment, including one brave soul who slept in the bathtub. We also had an all you can eat dinner on Saturday night. We thought it was a big deal that people were coming from as far away as Colorado, Indiana, and Canada. I don't remember much about the gaming, but I'm sure I was near the bottom of the standings. A year later, at DIPCON V in Chicago, we had the first real hobby-wide DIPCON with just about every major figure in the hobby present for the event. Dippers hob-nobbed with the likes of Allan Calhmer, John Moot (GRI), Tom Shaw (Avalon Hill), Gary Gyax, Rick Loomis and others who were to go on to successful gaming careers. We had lots of gaming, awards, and a formal banquet. The future seemed very bright.

Time passed --- fifteen years to exact --- before I attended my next DIPCON, XIX in Fredericksburg, VA. Except for the change in location, little had changed for me, although there were an awful lot of new faces about. Those who went through the trials and tribulations of the Big Con DIPCONS no doubt see things differently. Fredericksburg was a good DIPCON, but it marked the end of the golden age for the Maryland-DC-Virginia Dippy community. I missed XX, in Madison WI, but it seemed to attract a good crowd and certainly did the local Dippers no lasting harm. XXI was in San Antonio, TX; and it represented a wake for the previously booming Texas Dippy hobby. Last year's DIPCON XXII in San Diego demonstrated that a truly national event was possible on the west coast; and that easterners would travel for a good Dip event. This year's DIPCON in Chapel Hill proved the same thing for the east coast and beyond.

But I'm getting ahead of myself.

"A DIPCON THAT KISSES, LICKS, BITES, TINGLES, AND STINGS."

Michaelangelo wasn't thinking of DIPCON when he used the above phrase to describe a Vernaccia di San Gimignano wine, but it fits.

I had committed myself to working through Wednesday at the bank and that, combined with getting issue #59 of DIPLOMACY WORLD ready for the Con, and the chores of packing all the stuff I wanted to, or had to take to the Con, kept me busy right up until the last minute. Five pieces of luggage and that damn Melinda Holley Award was more than I could handle, especially with a cold.

Thursday was a travel day and I knew it was going to be a rough trip when we got to the airport and the first thing I heard was that the American Airlines flight before ours had cancelled. Three hundred and eighteen people were bounced to other flights and airlines. I was told that there was a 95% chance that our flight wouldn't get off the ground and would I be interested in switching to United for a flight to Chapel Hill, via Chicago, that would get us into RDI four hours late? No thanx. We waited. We prayed. And we made it.

Renting a car is always an interesting experience. It's amazing the ways car rental companies can find to tack on extra charges to a very low basic fee. We grabbed ours, a Budget Taurus, and headed for the school. We'd already picked up one Dipper along the way --- Jacques-Henri Strauss from France, who joined us at the airport. Since I attended last year's DIXIECON I knew the lay of the land, always a big advantage,

except that no one had told me that the street in front of the dorm was closed for repairs. Finding the dorm building, registering and getting squared away was no problem. The key question by this time was, "Where to go for dinner?" Edi Birsan, Jacques-Henri, Mike and I took off for a seafood place called Landlubbers. It was OK but my cold was so bad I couldn't taste anything anyway. Back at the dorm I decided a good night's sleep was more important than a social presence. I crawled into bed, wrapping myself in towels trying to get warm. It was freezing in there with that air-conditioner going full blast and my cold didn't help. Frankly, I wished I was dead.

On Friday people continued to drift into the dorm building all day and everytime you walked through the lobby you saw another face you recognized. I had an advantage from my two trips to Europe. I knew most of the Europeans that were about. In fact, at one point there were more Brits than CADs about.

Mike and I took off to find a supermarket and a drug store. We drove about 70 miles around Chapel Hill looking for both. None of the names of the local chains were familiar to us. I kept stopping at what I thought were markets that turned out to be restaurants. I was beginning to wonder if such a thing as a market existed in Chapel Hill? We finally made a connection and loaded up on sodas, wine, snacks and cold medicine. Food and beverage prices seemed very high at the store we visited. But, four bottles of wine (little ones) and 16 cold pills later, my cold was on ice. So was I.

I gave Mike the grand tour of downtown Chapel Hill and we stopped at Spanky's for lunch. It turned out, after we had sat there an hour waiting for our food, that their computer was down. The girl gave Mike a salad to keep him from chewing on the table. We witnessed a great thunderstorm while we had lunch. They got more rain in a half hour than San Diego's got in the last three years. The food was OK but it was the most expensive club sandwich I've ever eaten. The lemonade was good, although I wondered if David would have liked it. Somebody lied --- there were no beautiful people in the place, just a bunch of potential freshmen and their bewildered parents.

By 1700 people started gathering for the first round of the Diplomacy tournament. It was pretty obvious to me that David had too much to do in trying to handle the Con mechanics and be his own tournament director. He's good but he's only got two legs and two hands. Still, people wanted to play and the smell of blood, sweat and cheap beer was in the air --- already. It was the normal chaotic pre-event confusion that Americans love. I couldn't help but compare it with the smooth way Richard Walkerdine and his team got his 22 games going at MANORCON in 1988.

I was assigned to Italy in the third game of the first round. Since I have a well-deserved reputation as a whip in face-to-face Diplomacy (as Danny Sellers told me last year and Leo Yakitis told me this year) I decided to throw out the book --- my book, of course. I made a grab for Munich in Fall 1901 (foiled). In 1902 I went after France. Turkey moved around Austria and through me, ending up in Spain with my support. By the Fall of 1906 I was stuck in Tyrolia, Piedmont, North Africa and the Gulf of Lyon. Turkey grabbed two of my centers in 1906, but I refused to roll over and play dead, so it wasn't until the Fall of 1908 that I was finally wiped out after being chased into Apulia with an army.

Mike, on the other hand, had managed to build himself up to an eleven center Turkey when his game ended in the wee hours of the morning: a fact he woke me up out of a sound sleep to tell me about. I still felt like hell but with enough wine and cold pills I thought I might live long enough to get smashed again.

Saturday morning was the second round of the tournament, which also doubled as the team event. I had put together a good team for DIPLOMACY WORLD, mostly by staying off of it myself. I had one Brit, a Frenchman, three Austrians, one pseudo-Italian, and Jeff Bohner, who I had conned into playing Germany for me. I met Jeff at the Fredericksburg Con and I put him right up there with David, Morgan, and Danny in terms of skill. He's also a good, solid cheap wino and that appeals to me. You would think that with a Brit, Matt McVeigh; a Frenchman, Jacques-Henri; and three Austrians: Erik, Felix, and Rainer; I would have no trouble finding players for England, France or Austria. You would think that, wouldn't you? Wrong. Nobody wanted to defend their homeland's honor. So, we ended up with a Frenchman playing Austria, an Austrian playing England, a Brit playing France, an Austrian playing Germany (although he was supposed to be playing Russia), an American playing Germany (as he was supposed to), an American playing

Italy, no Russia, and an Austrian playing Turkey. Rainer should have played Russia in his game. Had he done so, he probably would have done better. Unfortunately, nobody caught the mistake until the game was in 1902. C'est la guerre.

Our team finished fourth overall, I think. Rainer was the only player eliminated on our team. Mike had a two center finish with Italy. Jeff, our other Germany, had a fourteen center finish. Everybody else did quite well and we had three team members finish with two-ways. Erik was especially clever in his game and none of the players in that game discovered that he had been the sole winner of a game in the first round. Good job guys.

Dinner Saturday night was an old-fashioned "southern style" BBQ. It gave everybody a chance to get outside and mix it up. I'm always amazed at the amount of food Dippers can put away.

Round III got under way on schedule around 1800 on Saturday. I was assigned Russia. Julie Martin and Chris Kremer were also in the game, so it looked interesting, until I discovered that Jeff Bohner was going to play England. Since my "give 'em hell" strategy had worked so well in the first round I decided to confound everyone in Round III and do exactly the same thing. I figured I had one good ally, Jeff, who was playing England. Just to be a rat, I decided to go after Germany right off the start. For once Julie was speechless. She and I were in a one-on-one game to see who could tell the biggest lies --- and get away with it. Unfortunately, perhaps, we didn't coordinate our plans. I grabbed Berlin in the Fall of 1901 and she took Munich the same season. It wasn't quite so grand for me, however, because Germany stood me out of Sweden. The usual nonsense followed and the Balkans got pretty messy. There was at least one stab every season and it kept going like that until the midgame was well under way. England and I moved from a position of disengagement to a point where he was tickling my toes with his fleets in the Norwegian. I shifted directions and took a defensive position in the North, preventing him from grabbing St. Petersburg, but opening up windows of opportunity for Turkey, Leo Yakitis) in the south. Things dragged on and on and on for quite a while. People, by now hearing the results of other games, started cross-gaming, etc. and draw proposals came fast and furious. Mostly I got furious. I vetoed one draw proposal after another and voted myself out of contention and then survival because I wouldn't agree to a draw, and so the hordes came after me. When the dust settled I was down to two units, but hanging on. Julie played a superb game. I didn't realize how good a player she was. Jeff also played a super game. I always manage to get ticked off at least once at every Con and this year was no exception. I was ready to strangle Turkey at one point (over a non-game related breach of etiquette) until I found out that this was his first DIPCON. Leo's going to be a real dot grabber in a few years.

Still, my Con Artist Award for this Con has to go to Chris Kremer. Not only did he con me out of a pen and paper to write his orders on, and stab me in the game, he also conned me into buying him dinner afterwards. That was some dinner. The Martins, some others, and I, with Chris as our guide, took off for Breadman's --- walking half way across Carolina in the process. Only problem was that it was closed when we finally got there. We finally ended up in a place called Cracovia (located between Bocavina and Transylvania in the original game). I had my fifth club sandwich of the Con and watched Julie put away enough food to feed the entire garrison at Ft. Bragg for a month. Her piece de resistance was a big piece of bourbon and pecan pie at 0100. Thirty-two pieces of pecan, Julie, I counted!

Mike did better than I in round III, gathering a four center Turkey, so he ended up with a total of 17 centers in three games, to my two centers in two games. I guess all those hours of playing against the computer paid off.

For some strange reason I thought the DIPCON Society meeting would start at 0800 on Sunday morning, so I got up about 0700. Needless to say, few were up and about, but when I went downstairs I ran into David --- looking a bit like Attila after Cod told him he couldn't have Rome. For serious DIPCONERS, the DIPCON Society meeting is always The Event. The tournament is second on anybody's list. David had lost his own private battle with the UNC-CH staff and so the day's events were moved to another building; one that no self-respecting fire marshal would have deemed fit for human habitation. At one point, as I sat out in the courtyard behind the dorm building serenading

the squirrels with my renditions of Mozart and Beethoven, I had a vision of a WORLD DIPCON meeting taking place on the volleyball court before me. Well, if a tennis court was good enough for the French, why not?

The first part of the meeting --- and some fifty-plus actually attended --- was devoted to the subject of WORLD DIPCON. The Australians, who had kept a remarkably low profile during the Con (since John Cain is only about 5'6" that wasn't hard), presented their bid; and although I don't think most American Dippers grasp the difference in seasons between here and there, or the size of Australia, it was accepted without serious challenge. The challenge will be getting enough Europeans and Americans to Australia in 1992 to validate the concept of a world Diplomacy event. As to be expected, Robert Sacks tried to grab control of the event, but no one took that too seriously.

While we were waiting for things to happen I sat around with Richard Walkerdine, Jacques-Henri and a few others discussing the two major topics of debate concerning WORLD DIPCON: the rotation of sites and the frequency of events. The consensus seemed to be that if the number of regions were increased the event would have to move to a yearly basis to accomodate everyone. The alternative was to stay with the every two year schedule and three regions and include continental Europe with Oceania in the third region, allowing them to alternate every time their region became eligible to bid.

There were two bids submitted to host the 1991 DIPCON: one from CANCON in Toronto by the Canadian hobby and one from ATLANTICON in Baltimore by a group with Brad Wilson as spokesman. It was, I think, a forecon conclusion that the bid would go to the Canadian event. It was their time, although they almost dropped the ball when they had to present their DIPCON Administration Committee candidates. The Canadians obviously wanted the event, but when they got it they didn't know what to do with it. Acheson, Hood and Peters are the DIPCON Administration Committee for next year. The vote on the site selection was about 2.5 to 1 in favor of Toronto. Baltimore's bid lost for three reasons: the link to a big gaming event, the high prices for hotels, and Sacks.

There were two amendments proposed to the DIPCON Charter. The first, changing the make-up of the regions, passed. I opposed it because I'm tired of people playing Monopoly with the North American map of regions. The second amendment, calling for a proxy vote on DIPCON site selection, passed by a narrow margin, but failed to get the two-thirds majority needed for passage. I'm surprised it did that well. I dislike the idea of proxy voting intensely. But it did liven things up a bit.

The major hobby awards were also announced. Fred Davis, inspite of his protests, got the Miller Award he richly deserved. Gary Behnen got the Koning Award for best player; a result of his popularity in the postal hobby and the fact that three Californians were nominated. Two people tied for the Walker Award, although in my opinion nothing nominated by the hobby last year was worthy of it. Melinda Holley was the first recipient of the award named for her. I immediately dumped the trophy on Fred; which was worth more than a game win to me.

After nearly two hours of listening to all this verbage Round IV got under way. By now a number of players had opted out of the tournament because of their fear that they might endanger their tournament standings. Some of them decided to go for the Titan Tournament. Still, I managed to put together an invitational game that some called The Con's Top Board Game. Certainly it attracted some of the best players at the Con. My only problem was that everyone I invited to play accepted and I had three extra bodies. We ended up with Matt McVeigh as Austria, Steve Cooley as England, Morgan Gurley as France, Jacques-Henri Strauss as Germany, Erik Adenstedt as Italy, Mark Berch as Russia, and Hohn Cho as Turkey. Two Californians, two from the east coast, and three foreigners --- not a bad match-up. It was an interesting game. In his typical fashion Berch let fly with both barrels right from the start and Russia ended 1903 with nine units; while Cho was down to a one center Turkey! But Hohn refused to roll over and play dead and by the end of the game, in 1908, he had struggled back to three centers; while Berch's Russia dwindled to two. Matt actually managed to contain himself to five units for the first four years of the game, but starting in 1905 he began to grow toward a ten center Austria in 1908. Erik's Italy got caught in the middle and after building himself up to six centers in 1905, he faded away by 1907 in the face

of an attack from all sides. In the center of the board Germany was on everybody's hit list right from the start of the game, but Jacques-Henri put up a very strong defense, hanging on to four centers for three years, and then three for four years; finally ending up the game with one center. They knocked him down again and again, but they couldn't knock him out. England and France established an alliance at the beginning of the game. It was a typical Cooley performance for England as he moved to nine centers by the end of the game. For Morgan this game was important --- playing against the best forced him to play his best. And he did, ending up with a nine center France. I found it interesting that when the smoke cleared the Californians had a total of twelve centers (Cooley, 9 as England; & Cho, 3 as Turkey); the East Coast players had a total of eleven (Gurley, 9 as France; & Berch, 2 as Russia); and the foreigners a total of eleven (Strauss, 1 as Germany; Adenstedt, zero as Italy; & McVeigh, 10 as France). All in all a very balanced game: tactically, strategically, and diplomatically. I don't think anyone watching this game, or the performances of the other foreigners at the Con will any longer question my view that all the major international hobbies are about equal in playing ability. Unfortunately I'm missing part of the Austrian orders and most of Russia's orders --- otherwise I would have printed the play by play. My thanx to Edi Birsan who gamemastered for us.

Unfortunately, we ran into the deadline imposed by the end of Round IV and the beginning of the Awards Ceremony so we'll never know who might have won --- but I know there are at least three of the players who, in their heart of hearts, that they would have won.

Personally I thought the Awards Ceremony dragged on too long. David missed out on handing out the prizes, but Mike Lowrey did yeoman service as a stand-in; and I loved his editorial comments. There were too many awards for too many different things, but maybe I feel that way because I didn't get one. I won't list the complete results here since David's going to do that in his report. The DIPLOMACY WORLD team came in fourth and that's not bad considering we fielded two Germans. I do recall that Matt and Erik finished somewhere in the top two boards. The top three finishers in the individual standings all had a win and a two-way, so the decision was based on supply center counts. It would have taken two wins at the Con to be a clear winner (Has anyone ever won two games at one DIPCON?). Jason Bergmann, who had a 18++ win, took the top place. He was born the year I hosted my first DIPCON. Sigh... Jeff Bohner, who won the straw vote for the "sexiest looking legs at the Con," was second, mostly as a result of his having feasted on my supply centers during our game. After the hoopla died down our collective attention turned to a Dipper's second great love --- food.

A small, intimate group of twenty-five or thirty of us went off to dinner at a place called The Ramshead Rathskeller, one of those quaint little basement type restaurant (located on the ground floor) where the owners have made a virtue of necessity and allowed the students' grafitti to replaced planned decorations. The place is a year older than I am, although how the local fire marshal let them get away with it for so long I don't know. I made a big mistake in ordering beef stroganoff; and as a result got the only bad meal I had in Chapel Hill. After too many good bys we finally got out of the place. A handful of us decided to do some serious pub crawling, although we didn't crawl very far. Matt and Karen McVeigh, Shawn Derrick, Jacques-Henri, Mike and I (and perhaps a local or two) ended up at He's Not Here, a local college hang-out with a poor selection of drinks and a dingy decor. However, it did have a big oak tree outside where it was cool so we took over a roundtable underneath it and listened to Matt and Jacques-Henri refight the battle of Agincourt / Cressy for the 303rd time. I was drinking wine by the glass and had far more empty glasses in front of me than I had managed to acquire black dots during the tournament. The three Austrians wandered in and joined us and the conversation turned to other things. Rainer and I compared our Diplomacy board travels. I thought it was pretty good that I had visited eleven supply centers in my two years of travel. But Rainer, who's only half my age, has already visited twenty-eight of them. He's only got Moscow, St. Petersburg, Sevastapol, Berlin, Rome, and Naples to go. Strange, an Austrian that hasn't been to Berlin.



ABOVE: A SHOT OF SATURDAY'S MEAT RACK

In contrast to the center-fold challenge, here's one for you nit-pickers. Two people in the foto above were not DIPCON participants. Can you identify them?

Second point of trivia. Katherine Carmichael, for whom Carmichael Dorm was named, had three degrees. What were they? And what was her role at UNC Chapel Hill?

Third bit of trivia: Who ate more pieces of chicken at the Saturday BBQ? Bill Hunter, Morgan Gurley, Larry Peery, or Brad Wilson?

Fourth bit of trivia: What did Mark Lew eat at the BBQ?

Fifth bit of trivia: What position in the line at the BBQ did John Hood fill? What position did David Hood fill?

BELOW: STEVE COOLEY, GAMA GAMER OF THE YEAR, GLARES AT THE CAMERA...NATURALLY.





DIPCON'S VERSION OF THE RING

If you missed PBS's four part series of WAGNER'S THE RING don't give up. We managed to find four of the stars of the last opera of the series, GOTTERDAMMERUNG, at DIPCON. Around are fotos of: (upper left) Fred Davis, Jr. (Hagen); (upper right) Mark Berch (Alberich); (lower left) Don Del Grande (Gunther); and Felix Diwak (Siegfried), (lower right).

On the other hand, if you attend PEERICON X in July you'll be able to see the world premier of BVD Bach's newest opera, AND AWAY GOES AJAX DOWN THE DRAIN --- an epic retelling of the Trojan Wars story, starring Mark Franceschini as Ajax, Tom Nash as Babo, Steve Cooley as the Comet, and Jay Shufeldt as Mr. Clean. Debi Peters makes her San Diego Opera debut as Geraldine, and Peter Fuchs makes his as the Maytag man.

Now, if you've read the above aren't you glad that David Hood is taking over as DW's publisher and editor? At least you won't have to read this kind of nonsense any more. So send David a sub check, you'all!





ONE DOWN, TWO TO GO

I still haven't had an opportunity to play in a Dip game with Debi Peters (left, above) or Cathy Ozog (right, above); but I did get a chance to play in a game with Julie Martin; and if Debi and Cathy are anywhere near as good as Julie --- well, the women are due for another championship, anyway. Not all the women attending came to play, however. Karen McVeigh was there to carry Matt McVeigh home on his shield --- not that he needed it. Sandi Hood was there to remind David every now and then that he, too, was mortal. And I don't remember who it was that brought her nine month old baby and hubby but my vote is to keep the kid and get rid of him --- he'll never make it as a Dipper!

THE INVITATIONAL TOP BOARD GAME

From lower left, around the table: Matt McVeigh, Hohn Cho, Morgan Gurley, Jacques-Henri Strauss, Steve Cooley, Erik Adenstedt, and Mark Berch. The hand floating between Matt and Hohn belongs to Edi Birsan, the gamemaster. Not a bad group of beginners.





The above tryptch contains fotos of some 50 participants in WORLD DIPCON II. I've listed 23 of them to help you get started. How many can you identify?

- | | | |
|-------------------|------------------|-----|
| 1. Leo Yakitis | 11. Cathy Ozog | 21. |
| 2. Doug Rowling | 12. David Hood | 22. |
| 3. Morgan Gurley | 13. Jay Shufeldt | 23. |
| 4. Julie Martin | 14. Tom Nash | 24. |
| 5. Jeff Bohner | 15. | 25. |
| 6. Dave McCrumb | 16. | 26. |
| 7. Erik Adenstedt | 17. | 27. |
| 8. Tom Mainardi | 18. | 28. |
| 9. Iain Bowen | 19. | 29. |
| 10. Mike Maston | 20. | |



31. Edi Birsan	41.	51.
32. Mike Maston	42.	52.
33. Bill Hunter	43.	53.
34. Jason Bergmann	44.	54.
35. Phil Reynolds	45.	55.
36. Fred Davis, Jr.	46.	56.
37. Dick Martin	47.	57.
38. Mark Lew	48.	58.
39. Jacques-Henri Strauss	49.	59.
40. Steve Smith	50.	60.



NUCLEAR WAR REIGNS SUPREME

So much for the spirit of Glasnost and Peeristroika.

Give them a corner, some Coke, and a NUCLEAR WAR game & they'll go for it. Note all the funny little atomic clouds on the table.

I recognize Phil Reynolds from his ear lobes. He's in black with his back to us.

NOTE: If I got a particularly bad (or good) foto of you at DIPCON you'll probably find a print of it in here. If you took any fotos, I'll show you mine if you show me yours. If you want a complete set of the fotos we took it will cost you \$25.00 (damn reprints are expensive!).

THE CELLARS OF CHAPEL HILL

Only those familiar with the cellars of Vienna, the sewers of Paris, or a US sub, will appreciate this shot. I kept waiting for the sewer pipes to break. Alas...Pete Sullivan is the tall one on the right, and Mark Berch is the little guy next to him. Cathy Ozog & Mike Barno are watching the Peters play with a stacked deck. Julie & Dick Martin are trying to figure out how to steal the deck. Cal White, in black, and Brad Wilson, in white, hovering over the air-conditioner.



Well, isn't that what Rathskeller means? I didn't see any, except for the two-legged kind, although Mark Lew starts to look and sound a lot like Mickey Mouse after a glass or two of vino.

That's Jeff Bohner, with the pitcher in his hand on the right. The second pitcher on the table is also Jeff's. So is the third one on the floor.

I'd tell you that was Jan Niechwiadowicz across the table but then I wouldn't have room to tell you who the others were. Jan's in the middle.



A GREAT SHOT OF THE HEAD...TABLE!

In the center is David Hood, with the DIPCON tee shirt, on his right (that's your left) are Jasor Bergmann (note the champ's glassy look), Young Baldy, Old Baldy, and Karen McVeigh. On his left (your right) are Sandi Hood, Matt McVeigh, and a blur. That big dark mass is Cal White.

Note that Sandi is the only one who has bothered to open a menu. The rest can't read.

Jacques-Henri: If you read this, please note that I have your Rathskeller tee shirt. At least I think it is yours.



MUG SHOT OF THE MOB

From left to right, top to bottom: Across from me is Dan Mathias (I'm the only one still wearing a name-tag in case I forget who I am). At the head table is Sandi, Jacques-Henri, Matt, a smiling CAD, & with backs to us Edi and Karen. Note the cranium structure on Edi. The dent in the back in where Albania used to be. Hey, if you don't like my captions, you can write your own.





1989 DIPCON CHAMPION

Edi's been around almost from the beginning. He won his first FTF Dip game while John Kennedy was President. He won his first PBM Dip game in 1966 XX, and his second in 1966 YY, and his third in 1966 ZZ --- well, you get the idea. I've called him the Great Dipper of All Time. Some don't agree, but can't name anyone as good as Edi.

His first DIPCON was III in Oklahoma, but last year in San Diego was his first win.

This year Edi and I had our own one-on-one variant game going. We compared his hair line of 25 years ago with my waistline of 25 years ago. So far I'm ahead ---by inches.

That's me on the left, watching Edi watching the camera.

JASON BERGMANN

1990 DIPCON CHAMPION

Jason, who wasn't even born --- or thought of --- when Edi started playing Dip, put a win, and a second, and some extra supply centers together to win this year's event. Note the typical Dippy pose in the foto below. I believe he's from Arizona, or some place like that, but he's a student at Emory University at the moment --- probably majoring in animal husbandry, or something like that. He says he's interested in science but it's probably on like witchcraft, sorcery, or alchemy. He runs a zine, ENTROPY, and offers games of Dip, Gunboat, Source of the Nile, Cinema and TV Trivia. Send him 75¢ for a sample --- to see his version of DIPCON, if nothing else --- at PO Box 23780, Atlanta, GA 30322.

& I asked Jason what his secret was in winning this year's DIPCON. He told me that he took a shower every day, smiled at everybody, and called anyone with gray hair, "Sir." Not a bad way to the top.

The big question on all our minds is, "Will his mom let Jason go to WORLD DIPCON III by himself to defend his title?"

While I didn't pick him to make the top board, or even the second board, I'm glad Jason won. At least we don't have to listen to you-know-who gloat.



It was getting to be awfully late, or awfully early depending on how you looked at the clock. And since none of us could see well enough to read a clock; we headed back to the dorm. Although it was well after midnight (local time) it was still extremely hot and humid and, by California standards, early.

Most people had already left, or gone to bed, although a few were still playing games here and there around the dorm; and the Brits were still out pubbin'. Jacques-Henri and I sat down for some serious one-on-one conversation in which we discussed all kinds of things. We were just about to call it a night around 0215 when Jan Niechwia-dowicz came down the hall half-carrying and half-dragging one of his compatriots who had had way too much to drink. We finally got him into bed and then Jan gave us the good news, there was another one still out in the streets in even worse shape. I called the campus police and told them to be on the alert and then Jacques-Henri and I babysat Jan while he stewed like a hen over his lost playmate. Give him the best ally of the Con award. Finally at 0430 we packed Jan off to bed and turned in. At 0800 there was a banging on my door. Needless to say I was slightly hung-over, but I managed to get to the door and open it. There was a campus cop, telling me that the stray Brit had finally showed up at the dorm a few minutes before. I wanted more sleep but the Bell Tower carillon and the trash truck emptying the dumpster outside precluded it. So I gave up and got up.

Ten or so of us had agreed to meet for breakfast at the local waffle shop and we spent most of the time comparing airfares and travel arrangements between here and there; while the waitress tried to figure out who was speaking what. By now it was 1100 and David showed up to take the last hold-outs to the airport. More good bys to old friends and new. As Mike and I headed for the car we passed three of the Brits (including one of our friends from the night before) already half-smashed, out looking for yet another bar to conquer.

Since we weren't leaving until Tuesday afternoon I decided to use Monday and Tuesday to show Mike some of the places I had seen the year before, and visit a couple of things I had missed in 1989. We paused at the Bell Tower long enough for me to record the names and stats of all the individuals commemorated on the Tower, drove about Chapel Hill, visited the Blue Cross building (a magnificent trapezoidal shaped office building covered in blue glass), took in the show at the Planetarium (fortunately it was almost empty because I spent a good half of the show sawing logs --- "The Heavens Are Telling the Glory" took on a new meaning for me), took some fotos of the sun dial (not very accurate), and generally acted like tourists. Proving that I'm a better shirt chaser than dot snatcher I spotted a Eurosport Center on the opposite side of the freeway while driving 85 mph and caught the words "tee shirts" and "soccer" on the bottom of their small sign. Like a flash I was off the highway and heading for the shop. Picked up three World Cup soccer shirts to add to the one from the Planetarium, the one from the Rathskeller, and the one the Austrians gave me.

We checked into the Siena, my home away from home in Chapel Hill, and rested before facing the day's major decision --- what to have for dinner. Mike slept while I read the Sunday New York Times and Washington Post. Lots of junk about Trump and Barry but nothing about our local scandal or the Padres. I had praised the hotel's dining room, El Palio, to Mike and for once a restaurant was as good the second time around as I had remembered. Bo Cleveland, the hotel chef, has instituted a Chef's Menu which changes each week, accompanied by a selection of appropriate wines. Mike had the Chef's Menu which included a house salad, pasta with a sauce flavored with rabbit and pancetta, beef medallions with artichokes and tomatoes, and a walnut pastry for dessert; all washed down with wines from San Gimignano, the Cote du Rhone, California, and a Sauterne from Cadillac. I had one of the best minestrone soups I've ever had, ravioli with a creamed shrimp sauce, a rack of lamb, and a walnut pastry; all washed down with a bottle of Vernaccia di San Gimignano. It was a grand meal, a fitting end to a grand Con. Afterwards we polished off a couple of Cognacs. Needless to say, we slept like babies that night.

Thursday we drove out to Farrington, Chapel Hill's other four star hotel, although the Farrington is more of an elegant B&B than hotel. They call it a country village

and it includes a dozen or so shops surrounded by a working farm and a housing project --- all catering to the tourists and well-heeled locals. I resisted all temptations until we hit the bookstore, called McIntyre's, where we picked up Dr. Suess's latest, a book on the Italian monarchy for Mike, a book of fotos of turn of the century London, and Antonia Fraser's THE WARRIOR QUEENS. More repacking.

A half-hour drive back to RDI, dumping the car, and off to the battle of the airports. The flight from Chapel Hill to Dallas was over-sold and the airline was offering \$150 certs and a guaranteed seat on the next flight out to anyone who would switch. It wasn't worth getting home four hours later to me. It was even worse in Dallas where over-selling of seats and a screwed up computer had as many as four people assigned to the same seat. Again, it was a sold out flight. But we got home intact and on time. A warning: if this is the way it's going to be for the rest of summer (and it will get worse) don't plan a Con on a holiday weekend.

Esmeralda ignored me for about five seconds when we arrived home since we had left her outside and in a neighbor's care while we were gone. I understand she pouted for the first two days we were gone and then started acting like any other neighborhood cat, but hanging around and waiting patiently for the hand that feeds her --- reminds me of Chris Kremer and Jeff Bohner.

I've deliberately waited a few days to write up my Con report. I wanted to see the fotos first. I'm always amazed at how many people attend one of these things that you never get to meet or chat with, let alone play in a game with. When a Con goes over 50 or so participants it becomes impossible to get around to meeting and greeting everyone.

It would be easy to compare last year's DIPCON in San Diego with this year's event in Chapel Hill. Perhaps those who attended both will do so. I think there were many more similarities than differences between the two events. If you enjoyed the one you probably enjoyed the other.

The UNC-CH site was a good one, although there was no excuse for the fowl-up on Sunday, but that's a typical problem when you deal with a university site and weekend staffs. The weather was a bitch, unless you're used to it, but we expected that. The air-conditioning in the dorm rooms was a pain, as were the restrictions on pool access.

The Con was under-staffed. David should have had more help, especially at registration, for the tournament, and at the awards ceremony. He also should have had a gofer to do some of his leg work. He shouldn't have been shuttling people to and from the airport, either. One person cannot handle a tournament that big. There were a lot of CADs about and he should have drafted some of them to help him. There is always a temptation to try and do everything yourself, both to control the quality of the event, and because we hesitate to ask for help, even when we know we need it. But sometimes you have to.

There is always complaining about the scoring system, whatever it is. I ignore it. I also doubt if any of the people who were complaining bothered to send any ideas or suggestions to David before the Con. I did think that the amount of cross-gaming and playing the system this year was way more than last year. It was impossible last year. But by the end of the second round this year people were already playing the system. Round IV was a joke because of all the people trying to protect their tournament positions. I'm not sure what the solution is --- a secret scoring system, a subjective scoring system, or a true Genghis Khan system --- but we need to do something. When the scoring becomes more important than the playing; it's time for a change.

As I said: too many awards and too much time for the awards ceremony.

We missed a great opportunity on Saturday at the BBQ for a real group foto of the Con participants. I wanted to do it but the open window slammed shut in my face, otherwise preoccupied with consuming copious amounts of chicken!

Lowrey was right about the quizzes; they should have been distributed early. In fact, although I was probably the biggest single contributor to the problem, I think there was way too much paper floating around the Con in the form of zine samples, etc. People just didn't pay attention to it. I hope Nash grabbed all the left-overs for the Zine Bank, otherwise the Chapel Hill dump is going to have a real problem.

All in all, I think David did a fine job. I was very proud of him. Only a handful of people at the Con really appreciate, from experience, what doing one of these things involves; and I think we all agree David did a good job. And a tip of the hat to Mike Lowrey, who served above and beyond. And a special thanx to Sandi who displayed a grace and charm all of her own in dealing with some pretty strange characters. I'm glad David's on the DIPCON Administration Committee for next year and I hope the Canadians listen to his advice. Marc Peters is another good choice, if he decides to get involved (Debi, that's your job, make sure Marc gets involved). The Canadians are going to need advice because I don't think they really realize what they're facing on a practical level. Just ask David what the differences were between DIXIECON III and IV. Course, this was just Round I. Now David's got to consider the differences between publishing CCC and DW.

Another day, another challenge.

SPEAKING OF PUBLISHING

One of the more interesting sidelights of MANORCON and MIDCON in Britain is the fact that almost every pubber in their hobby attends, and brings along copies of his latest issue with him to pass out at the Con. Two years ago I heard one, not very sober, pubber justify his attendance at the Con by claiming the money he saved on postage costs more than paid for his reg fee, digs and beer. Maybe. Maybe not.

While we haven't progressed quite as far as our British cousins there were a lot of pubbers at DIPCON this year and a lot of them brought old and new issues of their zines. I counted nearly a dozen pubs that had issued special DIPCON issues for the Con; and that excludes all the DW mini-issues. I picked up APPALACHIAN GENERAL #70, BEEN THERE, DONE THAT #15, CAROLINA COMMAND & COMMENTARY, CONCORDIA, DIPLOMACY DIGEST, DIPADEEDOODAH, PILOT LIGHT, VERTIGO and some others.

There was also a new issue of THE ZINE REGISTER #16, available from Tom Nash, 202 Settler's Rd., St. Simon's Island, GA 31522, for US\$1.50. It's got a lot of reviews of most of the North American Dippy pubs, and other stuff as well. Tom still isn't reading his mail carefully, I'm afraid. I sent him some updates on prices and availability and none of it got in the latest issue. Oh well, Ken Peel did the same thing. One good thing to note is the number of new pubs coming on line and the return of some of the hobby's old-time pubbers and gamemasters to the field.

Lee Kendter, Jr. has published the 1990-1991 NAVB Catalog, a 45 page listing of Diplomacy inspired variants of all sizes and types. A copy is US\$4.00 from Lee, at Box 192, Eagleville, PA 19408.

Andrew England and John Cain put out a WORLD DIPCON III IN AUSTRALIA POSITION PAPER for the Con and if you are seriously thinking about going over in 1992 you should get a copy of it. I'm going to see if they'll let me reprint it in WORLD DIPLOMACY.

One of the funniest things I saw at the Con was published by Doug Acheson and called The Glory Days Invitational Racing Program, but unless you're into horse racing it would be lost on you. I know because it was almost lost on me.

While the American hobby was spreading its pollution in Chapel Hill the rest of the world wasn't far behind us. Although I was only gone a week when I got back I found seven Diplomacy magazines in the PO box, six of them from overseas.

DIPLOMACY WORLD #60

Just to confuse things further there will be two issues of DIPLOMACY WORLD #60, one published by David Hood (his first issue) and one published by me. His will be the regular issue. Mine will include the three part cross-referenced index to issues 1-59 of DIPLOMACY WORLD, and my final report as DW's publisher and editor. It should be out fairly soon.

DIPLOMACY QUESTIONS AROUND THE BOARD

Edi Birsan

All answers must reflect legal moves per the 1971 edition of the Rulebook.

1. What is the shortest number of moves and the route for Army Livonia to reach Tuscany while passing through only one supply center?

2. If the names of the countries were taken literally, which country(s) would have only 2 supply centers.

3. What non supply center boarders directly on the most supply centers?

4. What unit has the most supply centers (counting the starting position if appropriate) that can be reached on a single move, and how many?

5. France and Germany are tightly allied against England and Russia in this scenario. What moves can the allies make that will guarantee England losing one of its centers of Edinburgh, London, Norway ...

France: Fleet North Sea -

Germany: Fleet Skagerrak - , Fleet Denmark -

England: Fleet Mid Atlantic - , Fleet Yorkshire -

Russia: Army Sweden - , Army Finland -

6. Can an English Army in St.Petersburg and a German Fleet in Sweden be involved in the same supported attack on Denmark?

7. Can you win a game without owning the following places: Edinburgh, London, Paris, Berlin, Sweden, Moscow, Sevastapol, Bulgaria, Galicia, Budapest, Naples, Rome, Tunis, Smyrna, Greece, Sweden, Portugal, and Spain?

8. What country(s) can miss Spring 1901 moves and still build two?

9. Counting treasonous convoys, what major power(s) can be wiped?

10. What power cannot get three builds in Winter 1901?

11. What power(s) do not build two fleets in Winter 1901?

12. What supply centers are not adjacent to another supply center?

13. Underline the moves that fail for any reason in this sequence:

Spring 1902:

England: Fleet North Convoy Army Edinburgh-Norway, Army Edinburgh-Norway, Fleet English Channel Supports Army Picardy-Paris, Army Burgundy Supports Army Picardy-Paris, Army Picardy-Paris.

France: Fleet Brest-English Channel, Fleet Mid Atlantic Supports Fleet Brest-English Channel, Army Piedmont-Tyrolia, Army Paris-Brest.

Germany: Army Sweden-Finland, Army Denmark-Sweden, Fleet Kiel Supports Fleet North Sea-Denmark.

14. Is it possible to have a drawn game if one side controls the following centers: Vienna, Munich, Paris, Tunis, Naples, & Spain?

15. Under the rules as written, can you have a draw that excludes any countries?

THE CAROLINA COMMAND AND COMMENTARY WORLD WAR I NAVAL TRIVIA QUIZ

General:

1. Which two Great Powers in Europe contracted to have battleships built abroad between 1900 and 1914? (1 pt. each)
2. Which four nations in the world had built or were building Dreadnaughts for export during this time period? (1 pt. each)
3. What's the difference between an armored cruiser and a protected cruiser? (4 pts.)
4. Which three nations built battlecruisers during the period 1905-1920? (1 pt. each)
5. Which nation had the most submarines at the beginning of World War I? (2 pt.)
6. With which nation did China contract in 1913 for a class of light cruisers? (2 pts.)
7. HMS Dreadnaught was the first large warship to use which type of propulsion? (2 pts.)
8. What is a Semi-Dreadnaught? (2 pts.)
9. How were the armored cruisers of the 1900s related to the heavy cruisers of the 1930s? (2 pts.)
10. What was the Dreadnaught equivalent of an armored cruiser called? (1 pt.)
11. What was the first such ship? (2 pts.)
12. What menace were destroyers developed to deal with? (2 pt.)

Austria:

1. Name one of Austria-Hungary's two top submarine commanders in World War I. (This is a lot easier than you think!) (3 pts.)
2. Name any Austrian Dreadnaught. (2 pts.)

England:

1. Who commanded the British fleet at Jutland? (2 pts.)
2. Name the first British warship lost in World War I? (3 pts.)
3. Which admiral was the main force behind the design of Dreadnaught? (2 pts.)

France:

1. What was the Jeane Ecole? (4 pts.)

Germany:

1. Name the German flagship at Jutland? (2 pts.)
2. Who was Vice-Admiral Graf von Spee? (3 pts.)
3. Germany had destroyers with names such as S 49, V 48, G 41. Explain the meaning behind these designations. (3 pts.)

Italy:

1. What fate befell the Leonardo da Vinci on August 2, 1916? (3 pts.)
2. What fate befell the Benedetto Brin on September 27, 1915? (3 pts.)

Russia:

1. How many reasonably modern battleships did Russia have at the beginning of 1907? Excluding the Black Sea Fleet. (2 pts.)

2. Comment on the fate of the Russian cruisers Muraviev Amurski and Admiral Nevelski? (3 pts.)

Turkey:

1. Comment on how Turkey "acquired" the light cruiser Midilli? (2 pts.)

United States:

1. Name the only American cruiser lost as a result of enemy action in World War I? (3 pts.)
2. On June 7, 1920 the USS North Carolina was renamed Charlotte. What type of ship was the North Carolina? (3 pts.)
3. The US Navy uses the abbreviation DD for which type of ship? (1 pt.)

1989 AM: Fall 1904 Commentary

Randolph Smyth

Down to five. Without the French distraction, both Russia and (shortly) Italy should come under greater pressure; and Turkey isn't collapsing fast enough for them to hold the line against England and Germany. Steve Cooley's press in particular reveals his disappointment: his stab of Turkey looked very good for a while, but now it seems that the success of the northern alliance is about to catch up with him. Criticizing the other players in the press isn't likely to turn things around.

Still, Turkey's removal will hurt badly, and I'd bet that David will still be eliminated before Francois (neither of them is likely to have four units to play with after 1905). Italy still has some growth left, but unless England and Germany take up his dare and start fighting each other, he should peak at about twelve. Whether that is enough to entitle him to a chunk of a draw will be up to the northern alliance. That assumes, too, that England and Germany will be able to break the southeastern stalemate lines before Turkey disappears; but that's very likely if they press forward and David doesn't simply quit defending.

The best hope for the southeast is a renewal of the Italian-Turkish alliance: if Russia is partitioned between north and south, a stalemate line is still a good possibility. But this ignores the history of the game: Steve and David would have to set aside the stab and war, taking a purely pragmatic look at the position as it stands. England and Germany are linked as much as by self-interest as by history. I think that either would be downright silly to break out of their alliance now. Steve's press may call it "chutzpah;" I'd call it dumb. The southeastern powers can still save themselves, but they'll have to do it themselves. No indication of that yet.

Checking out the individual centers: Russia will clearly lose St. Petersburg, probably to England's Army Norway to keep Russia tied to Moscow in the Fall. Look for Germany to head for Prussia with an Army Berlin build and a possible convoy of Army Finland to Livonia: both Warsaw and Moscow should be under very heavy pressure by this time next year, if they haven't fallen already, despite the Russian build this winter.

At the other end of the board, Italy will be lucky to hold England and Germany out of the Mediterranean in 1905. He must cover North Africa, the West Mediterranean, and the Gulf of Lyon with just two units, and any failure will likely mean he'll have to fall back to Tyrrhenian and Tunis. The northern alliance has plenty of units to pump into any "holes," and the Italian defenses can only get more difficult without more builds.

Even if David removes Army Vienna, essentially ceding that center, Germany still has play in the area: Army Silesia-Galicia looks particularly threatening. More likely, David will take off a unit closer to home (any one is a possibility); then Tyrolia probably can't be held against Germany in 1905. No doubt Turkey can be taken down, no matter what he removes, but David can surely do irreparable damage in the process.

The process of the game hinges, then, on one central possibility: can Italy patch up her differences with Turkey? If they're not doing so as I write, it will probably be too late by the time they read this.

SUBJECTIVE SCORING SYSTEM

I want to thanx Mike Nangle for taking the time to fill out and return the Subjective Scoring System experiment sheet at DIPCON. He was the only person to do so. He gets a year's sub to WORLD DIPLOMACY for his efforts. I don't know if it's a bad idea or people were just too busy or tired to care.